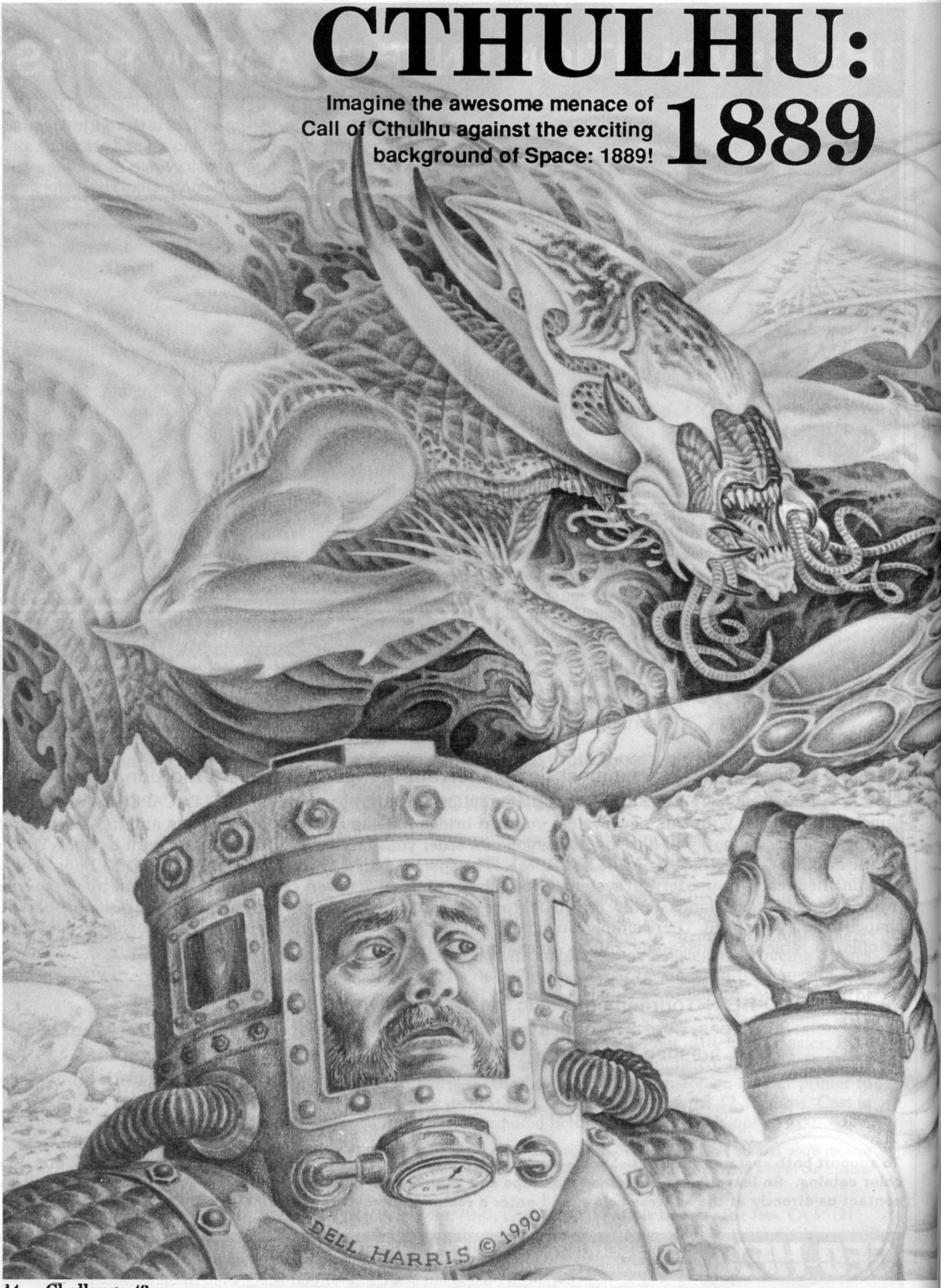
CTHULHU: 1889

Imagine the awesome menace of Call of Cthulhu against the exciting background of Space: 1889!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Marcus L. Rowland

A few months ago I ran into a problem. I was working on a **Space: 1889** adventure and wanted to playtest it at a convention. Unfortunately, **Space: 1889** had only been on sale in Britain for a couple of weeks, and I knew I'd have trouble finding enough players to make up a good team of adventurers. I was only moderately familiar with the rules and did not feel confident that I could

do justice to the scenario. When I looked through the adventure, I decided what I was really testing was the plot. Would players make the right choices, or would they run into endless dead ends? While the **Space: 1889** background was vital to events in the scenario, there were very few points at this stage of development where the rules were critical.

To make a long story short, I finally decided I'd be better off using rules that I and other players already knew well. Chaosium's *Call of Cthulhu* was the obvious choice, since I have probably spent more time running it than any other game system. What cinched the choice for me was that I also owned the *Call Of Cthulhu* Victorian background pack, *Cthulhu By Gaslight*.

There are a lot of advantages to using *Call of Cthulhu* rules, not the least of which is that many players are already familiar with them; in Britain it's the third or fourth most popular RPG. By using *Call of Cthulhu* rules you also add an element of fear—players can never be quite sure that you haven't slipped in one or two Mythos creatures, and of course there's nothing to stop you from doing so. At a first glance the sanity rules aren't particularly useful if you are sticking to a strict **Space: 1889** background. But even the bravest Victorian adventurer may occasionally run into a genuinely horrific situation; the sanity rules give you an easy way for fear to affect them.

Although I was developing a **Space: 1889** adventure and wanted to stick to a strict **Space: 1889** background for my playtest, I've since given some thought to a hybrid system that combines the awesome menace of *Call of Cthulhu* with the interesting backgrounds from *Cthulhu By Gaslight* and **Space: 1889.** I call this system *Cthulhu: 1889*.

BACKGROUND

Ancient ruins hint of strange races that produced many of the known species on Earth, Venus, and Mars. All three worlds have legends of a distant past ruled by hideous monsters, huge and strange beyond all imagination. In 1870 Thomas Edison invented space travel. Today great ether flyers sail the gulf between the worlds. Occasionally they fail to reach their destinations. Why did one freighter, the *Marie Celeste*, reach Venus with half the crew missing, and the rest dead or incurably insane? Why do certain scholars believe the pattern of the canals of Mars is a potent magical symbol? What destroyed the Solar System's fifth planet, now the Asteroid Belt? What are the strange flying forms glimpsed between the planets?

Cthulhu: 1889 is based on the Cthulhu Mythos, but it is a Mythos H. P. Lovecraft might have imagined if he were writing some years after humanity colonized the Solar System, as described in **Space: 1889**. The outer worlds are haunted by the creatures of the Mythos. R'lyeh is somewhere in the Asteroid Belt or possibly on the Moon of one of the outer planets; the Plateau of Leng is on Mars; and fire vampires roam the bright side of Mercury.

The ancient Martians drove the worst creatures out of the inner system, and the canals of Mars are a gigantic warding spell, an Elder Sign on a vast scale, a symbol that is slowly losing its power as the canals fall into ruin. The effort of the canals' construction drained the resources of the canal builders. Their heirs are corrupt and know little of the symbolic significance of the channels.

Occasionally the more powerful and malevolent creatures of the Mythos venture closer to the inner worlds, summoned by evil magicians or taking advantage of rare natural events which negate the power of the Martian pattern. Earth still has its share of evil cultists and sinister sites, but they are just part of a much bigger picture. There are similar cults on Mars and Venus, and the Selenites and Moon Men may also know something of this ancient horror.

Most people know little or nothing of the Mythos; Brittania rules the ether, and the empire (on which the Sun never sets) is slowly expanding toward the stars and toward the horror that waits in the outer Solar System. Of course there are occasional unexplained events, but most people ignore them. Only a few brave souls are aware of the terror that surrounds them and are prepared to fight the creatures of the Mythos.

While it would be possible to set events in this variant system in the 1920s to tie them to the main *Call of Cthulhu* game, a Victorian environment is more fun. There's also the advantage of being able to use anything published for **Space: 1889** without the need to change social and political details.

THE CTHULHU: 1889 SYSTEM

These rules additions will help you set *Call of Cthulhu* adventures against the **Space: 1889** background or run **Space: 1889** adventures under *Call of Cthulhu* rules. To make the most of them, you'll need the *Call of Cthulhu* rules, the **Space: 1889** rules, and *Cthulhu by Gaslight*. If you don't already own both systems, I'd advise trying one game at a time, rather than attempting to learn variants of two games simultaneously!

CHARACTER GENERATION

Use the normal *Cthulhu* and *Gaslight* rules and character sheets, but let players know a few extra languages and skills are available, described as follows.

Conversion Table

Characteristic		*Examples*		
		Caruthers		*von Gruber*
Cthulhu	***1889***	*1889*	*Cthulhu*	*Cthulhu*
STR	Str×2+6	6×2+6	18	14
DEX	Agl×2+6	3×2+6	12	10
INT	Int×2+6	2×2+6	10	16
CON	End ×2+6	1×2+6	8	8
APP	Chr×2+6	4×2+6	14	12
POW	Chr+Soc+6	4+5+6	15	15
SIZ	Str+End +6	6+1+6	13	11
EDU	Soc×2+Int	5×2+2	12	17
SAN			75	75
Hit Points			11	10
Damage Bonus			+1D4	+1D4

Note: Multiply **1889** skills by 10 to get the equivalent skill percentages.

Gunnery

(Base 0%.) **Space: 1889** offers four classes of gunnery skill: breech-loading field gun, muzzle-loading cannon, machinegun, and exotic weaponry (such as rockets). These skills must be taken separately, since they refer to very different types of weapon. All machineguns use the *Call of Cthulhu* machinegun rules for multiple shots, etc.

Read/Write Alien Language
Speak Alien Language

(Base 0% for nonnatives.) Both these skills work like normal Terran language skills; they only apply to one language. For example, Speak Martian isn't acceptable, but Speak Koline (Canal Martian trade-talk) is allowed. Natives automatically speak their own languages with normal fluency, and they read and write if their culture allows it. See the **Space: 1889** rules for Martian languages (pages 176, 181). Venus only has one language, with no written form, so Speak Venusian is acceptable. See various adventures for the languages of the Moon, etc. (For more information on Martian languages, see **Conklin's Atlas of the Worlds**, pages 68-69. Also, while Venusians—Lizardmen—all speak one language, it does have some regional accents and dialects, the effects of which a referee can adjudicate.)

Read Skin Pattern

(Base INTx2% for Venusians, 0% for others.) Venusians get this skill automatically; anyone else can buy it at normal point costs. A Venusian's skin pattern reveals a lot about his likely behavior. Since all Venusians believe these patterns shape their destiny, they tend to live their lives as predicted. This skill may be used as an alternative to psychology when dealing with Venusians. Most Venusian shamans have this skill at very high levels. (This is a new skill; within the **Space: 1889** rules, it's an Intellect-based default skill for Venusians, an Intellect-based skill (but not a default skill) for all others.)

Pilot Aerial Flyer/ Cloudship/Zeppelin/Ether Flyer
Pilot Sailing Vessel/ Steam Vessel/Submarine

All pilot skills start off separately at base 0%, regardless of any other piloting skills known. Pilot Zeppelin replaces and includes the *Gaslight* skill Pilot Balloon. Most editions of the *Cthulhu* rules contain rules for boating skills to be used for all surface vessels.

Ride

(Base variable, –10% for alien mounts.) You can ride animals native to your own world, but you probably have trouble riding the animals of other worlds. For example, *Cthulhu By Gaslight* gives an upper-class character 25% ride skill; this drops to 15% when riding an animal from another world.

Trimsman

(Base 0%.) The ability to control the altitude and attitude of cloudships and other flyers, depth of submarines, etc.

Other Skills and Social Class

All other **Space: 1889** skills have near or exact *Gaslight* equivalents. All skills that are normally available in *Gaslight* should be available in *Cthulhu: 1889.*

Gaslight and **Space: 1889** both attach considerable significance to social class; this characteristic can be selected by players or randomly generated by a D6 roll as in the Social Class Table.

SOCIAL CLASS TABLE

Die	*Class*
1-2	Lower class
3-4	Middle class
5-6	Upper class

One last point about character generation—when developing statistics, don't forget the Sanity rating. This is a hybrid system, and there are *things* out there in the void of space—the sort of *things* that tend to have a rather damaging effect on this particular characteristic.

COMBAT

For all melee and small arms combat, use the normal *Cthulhu* rules. All the hand weapons in **Space: 1889** can be found in *Cthulhu*. See below for how to convert NPC weapon skills and animal attacks.

For airborne combat use the **Space: 1889/Sky Galleons of Mars** rules; however, shots are fired and either hit or miss using normal *Cthulhu* skill rolls.

To relate **Space: 1889** artillery damage to *Cthulhu* rules, divide the burst indicated in the **Space: 1889** field gun and cannon firing tables by two to give the explosion radius; damage is 1D6 per burst, also divided by two. For example, a 5" howitzer has a burst value of 14 in 1889. For *Cthulhu* this is reduced to seven yards in radius, damage 7D6. This "quick and dirty" conversion may not suit every referee. In practice, you are probably dead if you are anywhere near an exploding shell, so precision isn't too important.

SPACE TRAVEL

Use the **Space: 1889** rules for ether flight. Some creatures of the Mythos may present additional hazards for space travellers.

NPC CONVERSION

It may occasionally be useful to convert characters from published **Space: 1889** material to *Cthulhu: 1889* rules. Don't worry about exact conversion of NPC skills and characteristics; this is a game, not a bookkeeping exercise! As a rough guide, multiply **Space: 1889** characteristics by two and then add six to get their *Cthulhu* equivalents, or use a combination of two characteristics as in the Conversion Table on page 46. SAN and other figured characteristics (such as hit points and damage bonuses) are generated normally. The examples are for Colonel Caruthers, the sample character in the **Space: 1889** rule book, and Baron Hasso von Gruber, a notorious **Space: 1889** NPC.

ALIEN ANIMALS

Alien animals should be run as the nearest possible *Cthulhu* equivalent. If the nearest equivalent is a Mythos creature, use the statistics for it, but there will be no SAN effect; it will not be intelligent; and it will have no magic or supernatural powers. For example, a ruumet breehr uses the characteristics of a rhinoceros. A great kommota uses the characteristics of a hunting horror but has no spells, is not affected by daylight, and is not intelligent.

MYTHOS CREATURES

Almost all creatures capable of flying through the ether are faster and much more maneuverable than any human-built ether flyer.

Azathoth is surrounded by vast whirlpools of ether turbulence which are thousands of miles in diameter. Any ether flyer caught in the turbulence will be inexorably sucked toward the god; the only escape is to dismiss Azathoth before it's too late. Travellers are strongly advised to avoid Azathoth.

Byakhee and *shantaks* are among the creatures most likely to be encountered in space. *Star vampires* are encountered less frequently. Fortunately, all seem to be repelled by the radiation of ether screws. Any ship which is forced to cut engine power may have some unwelcome visitors.

The colour out of space (see *Cthulhu Now*) is another infrequent visitor to our system. It may possibly attack ether flyers and may be attracted by (or able to feed on) the radiation of ether screws.

Cthulhu is still confined in R'lyeh, but R'lyeh itself may be mobile; it may be an asteroid, moon, or comet. If Cthulhu is freed, he undoubtedly has the ability to fly between the planets, using his wings to harness the ether. Cthulhu is massive and comparatively slow moving, cruising at about one to two million miles per day.

Deep Ones are very common on Venus and unknown on Mars. Many Venusians are probably tainted with their blood.

Fire vampires infest the bright side of Mercury and may be attracted to the bright ether drives and solar boilers of spacecraft. They try to steal magic points from passengers and crew; unfortunately, the fire vampires usually burn their way through the hull to reach their targets! Such incidents are usually reported as meteorite damage.

Flying polyps are known to have colonized several worlds in the Solar System. If you see a mysterious well covered with stone anywhere in the Solar System, don't be tempted to lift the lid!

The Great Race of Yith undoubtedly explored much of the Solar System and may even have reached the stars. A base or ether flyer built by this race would be the archaeological find of the century—and would probably also be unbelievably dangerous.

Mi-Go, the fungi from Yuggoth, are disinclined to have anything to do with the "primitives" of the inner worlds, although they occasionally visit to mine rare ores. They are occasionally sighted by ether flyer crewmembers, who usually know better than to report their observations. Yuggoth (Pluto) hasn't yet been discovered by Terran astronomers.

Nightguants probably inhabit the more hellish corners of most worlds.

Yog-Sothoth is another outer god that occasionally visits the inner planets. The last log entry of the freighter mentioned under Background (page 46) described a sighting of "iridescent bubbles."

ALIEN RELIGIONS

Most alien races have at least one religion inspired by creatures of the Mythos. On Mars, for example, the Cult of the Worm is the most likely suspect, and Nyarlathotep the most likely deity behind the scenes.

However, the cults of the Mythos tend to be extremely secretive. It is entirely possible that there is another cult concealed behind the facade of the Worm, and that the Worm Cultists themselves (although murderous) aren't actually Mythos-inspired.

SCENARIO: A SOUVENIR OF MARS

Professor Philbeam, a noted NPC archaeologist, is travelling to Earth from Mars on the same liner as the player characters. He seems remarkably unfriendly and rarely leaves his cabin.

It's soon common gossip that he spends a lot of time writing but is occasionally seen staring into a metal box, a cube approximately six inches to a side. He closes the box if anyone enters the cabin.

On the fourth or fifth night out, he is found dead with his left hand amputated. The hand is missing, and no papers are found in the cabin. A knife is clutched in the corpse's right hand.

Somehow the box falls into the hands of the PCs. It is empty, although curiously heavy. It is also a little bigger than they remember others saying it to be—about seven inches to a side. The outside is a uniform, plain, metallic gray and is slightly bloodstained, but the inner surfaces are clean and seem to be mottled with moire patterns that never appear the same twice. Although they are never seen to move, they are different every time the box is opened or every time anyone even blinks while looking inside. The lid isn't hinged to the box in any normal manner; it pivots on concealed pins, but it fits so closely that there is no obvious way to inspect the pins short of smashing the box.

Sooner or later someone should put something in the box and shut the lid; if it is opened again, the object that was inside is gone. If something living (such as a mouse or a canary, or even a leaf or a piece of fruit) is put inside, the box seems to expand slightly. It gets about two-thirds of an inch bigger in all dimensions every time this occurs. Expansion is slow, and no seams or joints can be seen. Even the bloodstains on the outside of the box seem to expand.

Even if the adventurers don't investigate the box, whoever is looking after it will start to feel very possessive and must make a SAN roll once every 1D6 hours. If the roll is failed, the adventurer will put something living in the box and then lose 1-2 SAN. Alternatively, small living creatures (such as spiders, cockroaches, and other vermin) will start to find their own way into the box and somehow push the lid closed.

If the PCs try to throw the box off the ship, it will be found inside again a few hours later. No one can explain this.

When the box becomes a 10-inch cube, or if anyone tries to smash it, it abruptly folds. First the lid opens, then the edges of the box split, and finally it flattens out into a cross shape. The entire flat cross seems to twist and writhe without actually moving. A second later, in a multidimensional rotation that is impossible to describe, the cross becomes a peculiar structure that mathematically minded adventures will recognize as a three-dimensional representation of a hypercube. Anyone witnessing this must make a SAN roll or lose 1-3 SAN.

The whole object collapses again to form a cube which seems to fold in upon itself and then disappears. A second later bells ring, and the entire ether flyer shakes; if the teammembers look out any porthole, they'll find that the ship is floating inside an eye-wrenching structure of straight lines and planes that seem to meet at impossible angles—it is inside the hypercube! The internal structure glows without any obvious light source. There is no air. Everyone must make a SAN roll or lose 1D6 SAN (lose 1 SAN if the roll is successful).

The ship remains trapped for several days or weeks—long enough for several passengers and crewmembers to go insane, but not long enough for food to run short. Anyone venturing outside soon finds that it's impossible to get near the walls of this strange space, let alone damage them. Anyone or anything moving toward the walls suddenly reappears on the far side of the space, moving back toward the ship. The ether screws don't work, and there isn't enough light to run the solar boiler properly.

Two other objects are floating in this space besides the ship: a sheaf of papers and Philbeam's hand. The papers are Philbeam's manuscript, which reveals that he bought the box from a Hill Martian tribesman who swore that it had fallen from the skies. At that time it was only two inches on a side. The notes describe the effects of putting small Martian animals inside. At first Philbeam thought this was just interesting; later he found it harder and harder to disobey the compulsion to "feed" the box. The last bloodstained entry reads "I can't find anything else alive, not even a cockroach. It must be fed. It needs to be fed. The kni...."

At the referee's discretion there might be other things floating in this space—corpses of the missing crew of the *Marie Celeste*, a boot made of a mysterious silvery material bearing the cryptic logo "NASA," one or two Things That Man Was Not Meant To Know, a few lost pages from the *Necronomicon*, and so forth. Don't try to explain them; leave that for the players.

Eventually the hypercube disappears. The ship is floating in space again—in orbit around one of the Moons of Saturn!

A few simple calculations reveal that the ship will run out of food many months before it can reach any of the inner planets, even if it heads back immediately. More seriously, the solar boiler is unable to be run at all now to provide heat and power for the return trip, due to Saturn's distance from the Sun. The ether flyer the PCs were on is not the only ship present; there are two or three others in similar orbits, all of wholly alien design, meteor-pitted, lifeless, and extremely old. When these ships are investigated, the PCs will learn that none of them seem to have been built with a liftwood hull; all have the remnants of gas bags, which would be useless for a landing on the airless Moon the ship is orbiting.

There's a gigantic building on the Moon, a cube about 200 feet on a side. Scattered around it are the wrecks of more ships. Think big; remember *Alien*, *Forbidden Planet*, etc.

Anyone venturing inside the building (wearing spacesuits that trail oxygen lines and telephone cables) finds the entrance to a gigantic, three-dimensional maze. After anyone proceeds a few yards inside the building, it suddenly floods with air, and a guillotine-bladed door slams down, severing the space suit lines and anyone unlucky enough to be standing in the entrance. The only way out is to press on into the maze, which is littered with deadly traps and the desiccated corpses of failed explorers, in hope of locating the exit. Ultimately the maze proves to be a gigantic alien test; its purpose is to find someone worthy to become a god! Eventually someone qualifies. Luck, self-sacrifice, or massive SAN loss might be suitable criteria for selection.

The new god quickly transforms into something beyond human comprehension, losing all remaining SAN in the process. As a last act of compassion, it returns all the remaining adventurers, passengers, crewmembers, and the ship itself to the space-time they disappeared from, midway between Mars and Earth. The cubic building collapses into dust, but the derelict ships remain in orbit. A mad god flies off into the endless void to seek out its fellows. If the survivors are lucky, they'll never meet it again. If they are unlucky.... Ω

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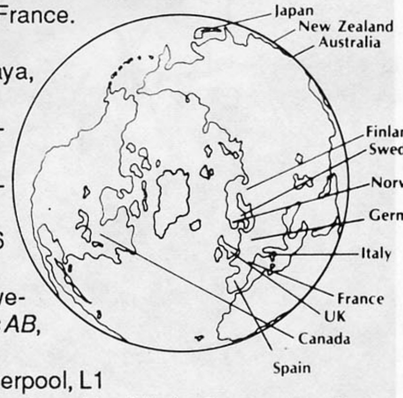


Beings and Mythos:

The Space-Eaters

Frederick Paul Kiesche III

At first I didn't see anything but the tall trees, all white and glistening with the fog, and above them a thick, white mist that hid the stars. And then something long and white ran quickly down the trunk of one of the trees.... It ran so quickly down the tree that I couldn't see it clearly. And it was so thin anyway that there wasn't much to see. But it was like an arm. Whoever heard of an arm as tall as a tree? I don't know what made me compare it to an arm, because it was really nothing but a thin line, a string.... But it gave me the impression that it was looking for something that it had dropped. For a minute the hand seemed to spread out over the road, and then it left the tree and came toward the wagon. It was like a huge white hand walking on its fingers with a terribly long arm fastened to it that went up and up until it touched the fog, or perhaps until it touched the stars...."

The fog was like a living thing. Its long fingers reached up and slapped us relentlessly on the face. It curled about our bodies and ascended in great, grayish spirals from the tops of our heads. It retreated before us, and as suddenly closed in and enveloped us.... It was the shape that towered above the trees, the vast formless shape that moved slowly to and fro across the sky.... "If we see it clearly we are lost!..." "Pray that it remains without form!"

From "The Space-Eaters" by Frank Belknap Long

The Space-Eaters are a race from another dimension, only rarely connected with ours. They are an immensely cunning and evil race, filled with a vast and relentless hunger for the minds and souls of other beings. When an intelligence other than their own travels through the dimensions and contacts them by accident (nobody wants to contact the Space-Eaters on purpose!), they attempt to follow that intelligence back to its home dimension. There they feed on that dimension's life forms until the Space-Eaters are full (usually when all the life in that dimension is consumed) or until they are driven away.

When encountered, whether in another dimension or in a character's home dimension, a droning sound will be heard by the character (actually, it will be heard telepathically, but until a character is able to deduce this, every impression should be given that the droning is heard with the ears). A character who is first encountering the Space-Eaters (or is encountering them at one of the "binding times") may attempt to escape contact by winning a POW vs. POW struggle on the Resistance Table. These attempts should be made by the Keeper without the knowledge of the player character, as in this example:

Keeper: *"You hear a droning sound, as if a vast hive of bees were approaching you."*

Player: *"Where is it coming from? I search the area around the house."*

Keeper: *(Rolls POW vs. POW; the Investigator is free.) "The sound vanishes when you attempt to locate it."*

Player: *(Not knowing how lucky he is.) "Darn!"*

A successful match for the PC means that the Space-Eater has lost contact with the character. If the creature wins the match, it will be able to find the character no matter where he goes—across time and space to the character's home dimension or physically in whatever dimension he and the creature happen to be in. 1D6 Space-Eaters will be able to bind themselves to one character (or NPC) at a time, following that person to his own dimension and manifesting themselves within 2D6 miles of the character in a randomly determined direction. (Roll 1D8. *1:* N *2:* NW *3:* W *4:* SW *5:* S *6:* SE *7:* E *8:* NE.) After a first encounter with a Space-Eater in the physical sense, the drone is recognized as what it is—the hunting/tracking call of a Space-Eater!

LIFE CYCLE

A Space-Eater cycles through three forms, called (because of their rough resemblance to these familiar earthly things) the fog form, the hand form, and the brain form. Unless the Space-Eater is successfully attacked by physical or magical means (see below), a creature of this race will arrive in a new dimension in its fog form and start to change on the following schedule:

Hours 1-3: Space-Eater in fog form.
Hours 4-6: Space-Eater in hand form.
Hours 7-9: Space-Eater in brain form.

It is suggested that the Keeper make a sliding scale to help him keep track of what form the Space-Eater in question is in. This could be done simply by making a line with 24 divisions (to represent the hours of a day) and another line with nine divisions (broken up into three sections, to represent each subcycle of the overall life cycle). These two lines are made so that you can move them around (i.e., make one on one piece of paper and another on a second piece of paper), so that the smaller nine-hour cycle can be moved around on the 24-hour cycle.

At the end of the ninth hour (unless the Space-Eater has been successfully attacked, see below), the cycle will start over again with the fog form and work its way around again. This will continue until one or another of two goals is reached: the complete destruction of all life in the dimension the Space-Eaters are in or a successful attempt at driving away the Space-Eaters.

During all stages of the cycle, the Space-Eater will attract an unnatural amount of moisture to its body. The closer you get to the creature, the thicker the fog will be (in the case of the fog form, this would be the center of the fog bank, as the creature is then so diffuse that you can actually walk into the body).

FOG FORM

The Space-Eater has no solid physical appearance; it is unorganized, and its molecular "structure" exists in a highly incoherent fashion. The only way to determine where the creature is would be to walk through the fog that is attracted to it. The Space-Eater will be at the center of the fog bank (the place where the fog is thickest).

Attacks against the Space-Eater in the fog form and against a character by a fog Space-Eater are outlined below.

CHARACTERISTICS

STR	1D6+2
CON	4D6+4
SIZ	8D6+8 (varies—gas form)
INT	3D6+3
POW	3D6+3
DEX	1D6+1
MOVE	4

Weapon	*Attack*	*Damage*
Smother*	20%	Paralyze
Bind**	POW vs. POW	No damage, but if successful, the Space-Eater is now able to track the character.

*The fog will attempt to condense around a character (unless it is wounded, see below) and cut off his breathing. This will paralyze the character for 2D6 minutes and temporarily drain 1D6 from the character's CON. Essentially, this slows a victim down to make it easier to catch later.

**A fuller explanation of binding is provided under Binding and Space-Eaters.

Armor: Because of the highly unorganized and incoherent nature of the Space-Eater while in this form, knives, spears, bullets, etc. have no effect on it. Explosions will have only one-quarter of their full effect on the creature (for a fuller explanation, see below). Primal Signs will have full effect. (Primal Signs are discussed under Attacking Space-Eaters, below.)

SAN: Seeing a Space-Eater in fog form will cost the viewer no SAN, primarily because there is nothing for the viewer to focus on and lose SAN over!

HAND FORM

The Space-Eater is becoming physically coherent and organized when it obtains this form. It resembles a long, thin, white arm or rope, ending in a "hand" of many fingers or tentacles. The exact size and thickness of the arm and fingers will be hard to determine—because the creature still attracts a lot of moisture (and is still wrapped in fog) and because the shape and thickness, as well as the total number, of the "fingers" constantly change. They become thicker and thinner, grow and decrease in number, etc.

At this stage, the creature spends much of its time in trees or other thick vegetation. A favorite hunting trick is to remain in a tree (or similar organic structure) until a victim walks underneath it, then jump down. A Keeper could make good use of this habit, especially with the proper (ahem) atmospheric use of the thick fog.

CHARACTERISTICS

STR	3D6+3
CON	4D6+4
SIZ	4D6+4
INT	3D6+3
POW	3D6+3
DEX	2D6+2
MOVE	6 crawling/8 leaping

Weapon	*Attack*	*Damage*
Sting*	Automatic	1D3 of STR and POW
Bind**	POW vs. POW	No damage, used to "track" victims
Whip***	40%	1D6 CON

*With this attack, the Space-Eater drills into the forehead of a bound victim, making a hole in the forehead and going all the way through the brain (without coming out of the other side). This attack will happen painlessly and instantaneously, like a hot knife going through butter. Note that although the attack is automatically successful, *it can only be used against victims that are bound to that particular creature* (that is, those on whom it has executed a successful bind attack). If a character is not bound to that particular Space-Eater, this mode of attack cannot be used.

Bound characters are still allowed an attempt to break away from a bound state at the beginning of the Space-Eater's sting. A dodge must be made by the character (using a DEX roll). If successful, the creature then physically misses the victim, and the victim must win a successful POW vs. POW struggle to escape his bound state. The Space-Eater will continue to strike until the character fails his DEX roll or escapes the bound state.

When a character finally fails at a dodge attempt, the Space-Eater begins to penetrate his skull. At this point the character can make a last-ditch POW vs. POW attempt on the Resistance Table to escape his bound state. If the Space-Eater's victim fails in his POW vs. POW attempt, the victim will not lose blood, but will lose 1D3 points of STR and POW. The Space-Eater will gain these points of POW and STR, but only on a temporary basis. When its form shifts again, the gain will be lost, and the creature will only have whatever STR and POW it would normally have for its form. In addition to the loss of STR and POW, within a period of 3D6 minutes, the character's brain will begin to feel "cold"—a burning cold that will cause him to shake and shudder constantly. This shaking and shuddering will be so bad at times that the character will have to roll against his DEX to keep from falling down (Keeper's discretion).

If the victim is able to break his binding at the start of the penetration, the Space-Eater will let him go. The referee should roll for STR and POW loss (1D3 points each), but the victim will be able to regain back some but not necessarily all of the lost characteristics within 10 minutes. (Roll 1D6. *1-2:* 1 point *3-4:* 2 points *5-6:* 3 points. Roll for POW and STR separately.) Whatever is not regained is permanently lost. The brain chill described above does not occur.

**A fuller explanation of binding is provided under Binding and Space-Eaters.

***The whip attack occurs when the Space-Eater uses its body to physically strike an intended victim. This attack can be used against bound or unbound victims: It is used to keep the victim within easy reach of the creature by paralyzing him until the Space-Eater changes form again. The whip attack is similar to the fog form smother attack in that it temporarily drains 1D6 points of CON when it paralyzes the victim for 2D6 minutes.

Armor: The Space-Eater still has no armor, but it is not yet coherent and organized enough (the shifting of size and density, as well as the variable number of fingers is an indication of this) for attacks to have full effect. Knives, spears, bullets, etc. will have one-quarter of their full effect, and explosions will have one-half of their full effect (see below). Primal Signs will have their full effect. (Primal Signs are discussed under Attacking Space-Eaters, below.)

SAN: Seeing a Space-Eater in the hand form will cause the PC to lose 1D10 points of SAN, unless he is able to make his SAN roll, whereupon the character will lose only one point of SAN.

BRAIN FORM

The Space-Eater obtains its most coherent and dense shape during this stage of its life cycle. It resembles a brain, with a tail made up of the nerves of the spinal cord. The brain is approximately one foot in size, and the tail is about six feet in length. The brain moves by edging on a trail of slime extruded by a supple forefoot, much in the same manner that a snail moves along the ground. The brain also has the ability to leap while attacking, as well as being able to crawl up walls or trees, or hang from branches, ceilings, etc., by means of suction. The Keeper should delight in describing this form of the Space-Eater to his players: its slimy form, the shiny trail it leaves, the sucking sound it makes when it moves, the pulsating "veins" on the exterior.

Once a Space-Eater has attacked a victim and killed him, it will remain by the body until it changes back into the fog form, making no attempts at movement unless it has to defend itself or desires to paralyze another potential victim if that victim approaches closely.

CHARACTERISTICS

STR	4D6+4
CON	4D6+4
SIZ	2D6+6
INT	3D6+3
POW	3D6+3
DEX	3D6+3
MOVE	8 crawling/10 leaping

Weapon	*Attack*	*Damage*
Drain*	Automatic	Full drain of STR, POW and SAN, as well as consumption of all nervous tissue in skull and spinal column (see below).
Bind**	POW vs. POW	No damage, used to "track" victims.
Whip***	50%	Paralyzes

*This attack can only be used against victims that are bound to a particular Space-Eater. If another victim is approached, even if it is bound to another creature, it cannot be attacked in this fashion. Victims who are drained must have been successfully stung.

A character that is bound will feel the cold in his brain and the droning grow in intensity. If a controlled character is attacked by a brain form Space-Eater, the Space-Eater will leap from the ground and wrap its tail around the neck of the character. The character may throw it off in a STR vs. STR struggle, but *only* if he also is able to make his DEX roll (the "cold" will make his shaking increase, so movement will be more difficult). If the Space-Eater manages to hold on, it will insert its tail into the hole made previously and drain the characteristics of STR, POW and SAN. It will then cut a circular section out of the top of the skull, remove that section, and eat the brains and spinal tissue of the victim.

If the bound character is able to throw the Space-Eater to the ground, he will have a chance to attack it physically or engage it in another POW vs. POW struggle in an attempt to shake the binding.

**A fuller explanation of binding is provided below.

***The whip attack can be used against bound or unbound victims. In this attack, the brain leaps and uses its tail to lash around the victim's throat in a paralyzing attack. This will cause the character to lose 1D6 points of CON and to be paralyzed for 2D6 minutes. This attack is similar to the whip attack of the hand form and the smother attack of the fog form.

Armor: The Space-Eater is at its highest stage of coherency and organization during this form. Bullets, knives, etc., will have one-half of their normal effect, and explosions of any kind will have their full effect. Primal Signs will have their full effect. (Primal Signs are discussed under Attacking Space-Eaters, below.)

SAN: SAN loss at this stage is greatest. A character who sees a Space-Eater in the brain form will lose 1D20 points of SAN if he fails a SAN roll. Even if a character is able to make a successful SAN roll, the character will lose 1D6 points of SAN. If a bound character is successfully drained, he is killed, and all SAN is lost (of course).

Midnight	Noon	1.00 Hours Fog
1 a.m.	1 p.m.	2.00 Hours Fog
2 a.m.	2 p.m.	3.00 Hours Fog
3 a.m.	3 p.m.	4.00 Hours Hand
4 a.m.	4 p.m.	5.00 Hours Hand
5 a.m.	5 p.m.	6.00 Hours Hand
6 a.m.	6 p.m.	7.00 Hours Brain
7 a.m.	7 p.m.	8.00 Hours Brain
8 a.m.	8 p.m.	9.00 Hours Brain
9 a.m.	9 p.m.	
10 a.m.	10 p.m.	
11 a.m.	11 p.m.	

Sliding Scale

This sliding scale is designed to help you keep track of the life cycle of the Space-Eater. Photocopy the page, then cut out the two 12-hour scales and tape them end to end (so that 11 a.m. meets with noon). Also cut out the smaller nine-hour life cycle scale. Next, determine when the Space-Eaters arrive, and match that time with Hour 1.00 Fog on the Life Cycle scale. At the end of the ninth hour, the cycle will start over again with the fog form. This will continue until all life in that dimension is destroyed or the Space-Eaters are successfully driven away.

BINDING AND SPACE-EATERS

Binding is what sets the Space-Eaters apart from other creatures in the Cthulhu Mythos. It is similar in operation to the binding used by the Cthonians or the hunting ability of the Hounds of Tindalos; however, it does not cost a Space-Eater any POW to bind itself to a character, and the character can still move (the binding acts more like a tracking device than anything else).

There are several times during its life cycle that a Space-Eater can attempt to bind itself to a victim, and several times that a bound victim can attempt to break free. Note that if a Space-Eater is sent back to a fog form, this counts as one of the times that a bound victim can attempt to break free. Space-Eaters can bind any victim in any part of the world. They will usually only bind victims within reach (because of their slow form of travelling) for ease of feeding. A Space-Eater may bind up to 1D100 victims during each binding time, and more than one Space-Eater can attempt to bind to a single victim (although the Keeper should be merciful in this respect). However, of course, each victim can make an attempt to escape at each stage mentioned below. And, of course, the Space-Eater can only physically attack one victim at a time.

To break free, in all cases, the victim must successfully do battle with the Space-Eater in a POW vs. POW struggle on the Resistance Table. Note that at certain times, a victim may have lost POW, and the Space-Eater may have gained POW during the time a character was bound, so the odds can gradually stack up in favor of the Space-Eater!

The first stage at which a Space-Eater can attempt to bind a victim and that a victim can attempt to break free is when a Space-Eater is initially contacted—either in the creature's home dimension (prior to an attempt on the part of the Space-Eater to track the visitor back to his dimension) or in the victim's home dimension. This first stage is also considered to exist (for purposes of breaking free) when a Space-Eater is reduced to its fog form as a result of an attack.

The second time a victim may attempt to break free is when the Space-Eater shifts from fog form to hand form. This is also the second time the creature may attempt to bind new victims.

The third attempt at freedom comes when a Space-Eater tries to attack a bound victim and drill a hole in the victim's forehead. This must be coupled with a DEX roll in which the victim successfully dodges the hand on its first (and subsequent) passes, until the Space-Eater either successfully attacks or the victim is able to break away. The creature is unable to bind new victims in hand form after 15 minutes to half an hour past the time in which it changed from fog form.

The fourth time a victim may attempt to break free is when the Space-Eater shifts from hand form to brain form. Note that at this point, a bound victim has lost some POW and the creature has gained some POW. The struggle takes place during the transition from one form to another, when the creature still has its temporary gain. This is also a time when the creature may attempt to bind a new victim.

The fifth time a victim may attempt to break free is when the Space-Eater is attacking him in the brain form. The process is similar to the one outlined above—a dodge must be made using the DEX roll. The creature will then physically miss the victim, and the victim must win a successful POW vs. POW struggle. If the victim is not successful in his POW struggle, the creature can make another leap, the victim make another dodge, etc., until the combat is resolved one way or another. The Space-Eater is unable to make an attempt at binding new victims after 15 minutes to half an hour past the time in which it changed from hand form.

At each point where a character can make a POW vs. POW struggle, the Keeper must do it for him unless the character fully understands what is going on. The Keeper should be fair when doing this for the character, and allow the character every chance to break loose from the creature. After all, the object of the game is to scare people and make them sweat, not to kill them all off without any chance of surviving!

ATTACKING SPACE-EATERS

A variety of methods can be used to attack Space-Eaters.

Physical Attacks in Fog Form. The Space-Eater starts out highly unorganized and incoherent in nature in fog form. Physical attacks will have the following effectiveness: All knives, bullets, etc. (penetrating attacks) have no effectiveness against the Space-Eater. All explosions have one-quarter effect.

Physical Attacks in Hand Form. In the hand form, the Space-Eater increases in organization and molecular coherency. Physical attacks with knives, spears, bullets, etc., have one-quarter of their normal effect; all explosions have one-half of their normal effect.

Physical Attacks in Brain Form. When a Space-Eater has transformed into the brain form, it has reached the highest amount of coherency and molecular density. All bullets, knives, etc., will have one-half of their normal effect, and all explosions will have their full effect.

Interrupting the Life Cycle. If a physical attack is carried out which reduces a Space-Eater's hit points to zero, the creature will *not* be killed, nor will it be sent back to its home dimension. Its life cycle will instead be interrupted. No matter what form it is in, the creature will be changed back into the fog form. It will remain that way for the rest of the current cycle (i.e., if it is in the second hour of the hand form, it will remain in fog form for the next four hours—during which it would have normally transformed into the brain form), plus the full range of the next cycle (another nine hours), making, in this example, a full 13 hours in the fog form. When recovering from a physical attack, a Space-Eater will be unable to move, bind, or use the smother attack to defend itself. A bound character may make an attempt to free himself by use of a POW vs. POW struggle on the resistance table. If successful, the victim will have all the creature's recovery period to make an escape or to find some way of driving the Space-Eater back to its own dimension.

Magical Attacks. When attacking Space-Eaters by magical means, all magical attacks will have their normal effect, except that whenever the word "kill" is used in the magical damage descriptions or when the effect of death would occur, substitute the effect of having the Space-Eater return to its home dimension or being disrupted to the fog form as mentioned above under Interrupting the Life Cycle. The fate of the creature is determined by using a percentile die: On a roll of 1-75, it is disrupted; on a roll of 76-100, the creature must return to the dimension of the Space-Eaters. If this attack is taking place in the home dimension of the Space-Eaters, then the Space-Eater is rendered essentially harmless, and the character will be permitted to leave without being tracked (unless another Space-Eater is tracking him!).

Primal Sign: The only way to drive a Space-Eater back to its home dimension, using "magical" means that will not cost a character points of SAN or POW is to use what is known as a Primal Sign. If the character is searching for clues and makes a successful Idea or Cthulhu Mythos roll, he will realize that he must make an impression of a primal religious sign: a Star of David, a Christian Cross, an Egyptian Ankh, a Pentagram, an Elder Sign, or some other form. The character must make some sort of somatic, physical, or visual representation of the sign. The effectiveness of the different methods of sign making are indicated as follows:

Physical Sign: The character uses a cross, ankh, etc., in physical form (i.e., the character takes a cross from around his neck and holds it in front of him). This has a 20% chance of working.

Motion Sign: The character makes the sign somatically (with hand motions). For example, a character crosses himself. This has a 20% chance of working.

Motion Sign with Artificial Light: Making the hand motion with a flashlight or another artificial light source. This has a 30% chance of working. In addition, being near an artificial light source alone with the first two methods mentioned adds 05% chance of the sign driving the Space-Eaters back to their home dimension.

Motion Sign with Flame: This can be any kind of flame—match, burning newspaper, lantern, bonfire, torch—as long as a character can outline the sign with flame. This has a 70% chance of working. "Outline" means that a character would take a torch and make the sign of the cross, for example.

Physical Sign with Flame: Taking a Primal Sign and setting it on fire. For example, a church catches on fire and the cross burns. This has an 80% chance of working.

Making a Primal Sign several times (crossing oneself several times in rapid succession) will add +01% to the chance of success. (As an example, our character is using flame. That will give him a base chance of 70% of driving away the Space-Eater. He waves the flame in the shape of a cross four times. This gives him a +04% bonus—a total of a 74% chance of the sign working.)

The Keeper should realize that physically confronting a Space-Eater—especially one in the hand or brain form that is attempting to choke a character or drill a hole in his brain—may excite a character so that panic and desperation set in. If the *player* is acting in such a fashion (showing signs of fear), make the *character* attempting to form a Primal Sign roll his DEX or under. An unsuccessful roll means that, in his panic, the character has fumbled (dropped the torch, for example). A really good roll means that the character was able to master his panic and face the Space-Eater with a steely glint in his eye, driving the creature back to where it belongs!

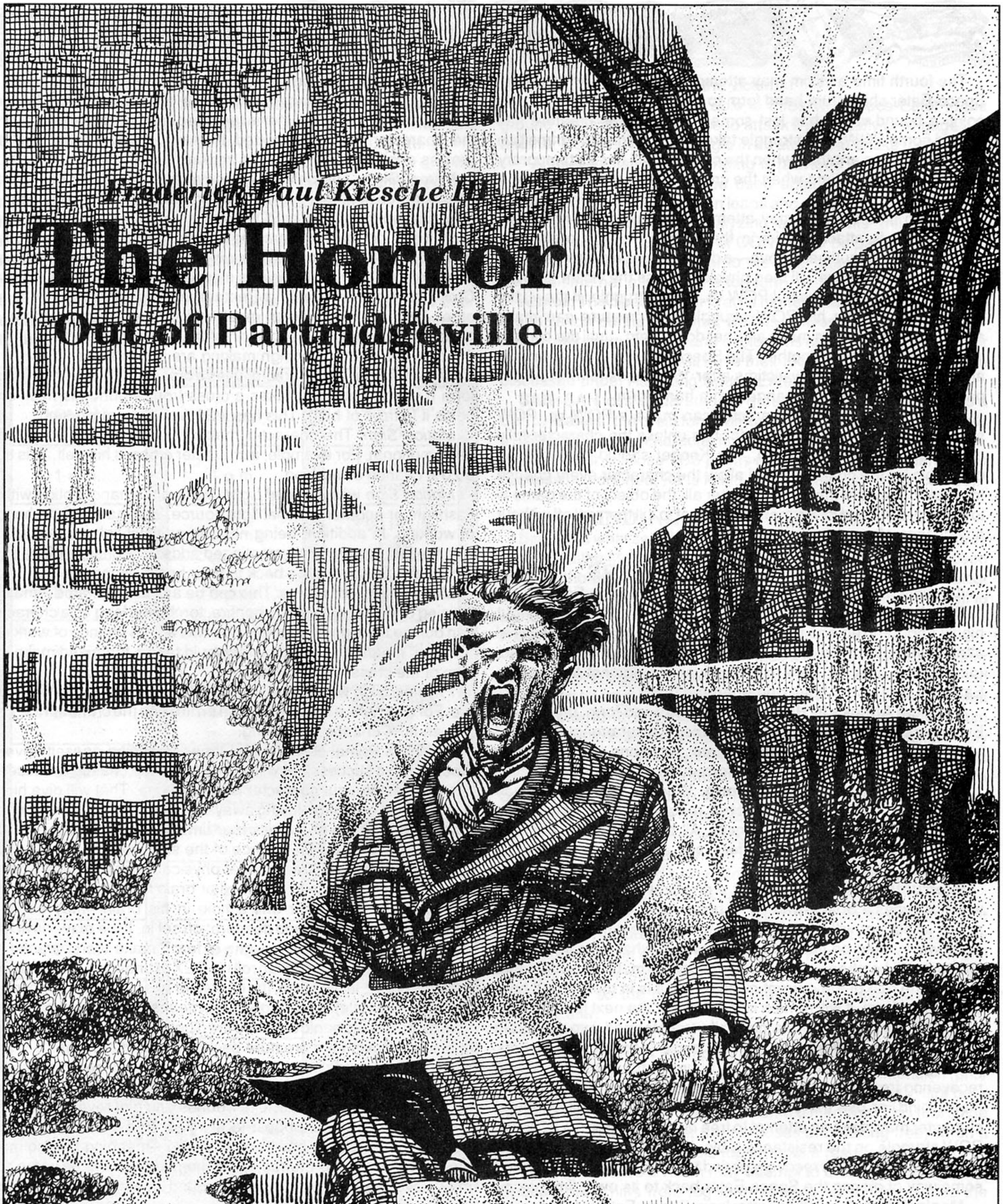
If a PC succeeds in driving away a Space-Eater in this fashion, a primal, psychic scream is heard, and the Space-Eater is returned to its home dimension to lick its wounds and plot revenge. The PC should receive a 1D20 boost to his SAN (provided he feels that Space-Eater problem has been resolved—meaning that no more are in evidence). His character has helped save the universe and may have learned not to poke around in obscure dimensions without a road map! Ω

The creatures in this article are taken from "The Space-Eaters" by Frank Belknap Long (as collected in Tales of the Cthulhu Mythos, *edited by August Derleth, and published by Arkham House and Ballantine Books). The Space-Eaters are a Lesser Independent Race.*

For an adventure involving the Space-Eaters, don't miss "The Horror out of Partridgeville" in this issue!

Frederick Paul Kiesche III

The Horror
Out of Partridgeville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In September 1920, a casual acquaintance of the investigators (Dr. Henry Armitage, chief librarian of Miskatonic University) receives a bizarre letter from a writer friend. A few days later, the friend is found dead—apparently of murder, but a murder of very strange form and circumstance. Dr. Armitage thinks—on the basis of that letter—that supernatural forces are at work, forces that caused the death of his friend!

KEEPER'S INFORMATION

The writer, Harold Langley (a noted author of occult fiction for popular magazines and local newspapers) was killed while experimenting with the occult. He accidently contacted the Space-Eaters, an obscure independent race of beings in the Cthulhu Mythos. Three of the Space-Eaters broke free from their dimension, killing Langley, and are now wandering the area, looking for more food.

The adventure takes place at or near Miskatonic University, but Keepers may alter the location and time. The Keeper should show the PCs a newspaper article outlining the facts in Langley's death. That night, while gathered in the Student-Faculty Club (if the investigators are connected with Miskatonic University) or a local social club, they will be approached by Dr. Henry Armitage, who will ask for their help.

Langley's was killed the night before the characters learn of the murder. Determine the exact time of the death and start the "clock" on the cycle of the Space-Eater's form-changing life cycle. Emphasize to the PCs that a heavy fog has covered the area since the death (it will remain throughout the adventure, starting in the morning of the first day). For a more detailed explanation of the fog, see Fog below.

CLUES

Certain clues will give the players insight into the mystery before they encounter the Space-Eaters. The first clue should be the article in the *Arkham Advertiser*, the local newspaper. From there the players should encounter the fog, then meet with Dr. Armitage and read the letter he carries.

An article appearing in the Arkham Advertiser *on September 23, 1920:*

Writer Murdered in His Home

Harold Langley, a local occult writer, was killed in a bizarre murder last night in his home. Langley was 42.

Police state that the investigation is proceeding "smoothly," but they have no leads at this point. Two Miskatonic University professors are reported to have found the body when keeping an appointment with Langley.

Langley wrote occult fiction for popular magazines and local newspapers. Some of his more famous stories are "The House of the Worm," "Shadows of Yog-Sothoth," and the infamous "The Defilers," which set a record last year when it was published by this periodical and caused 110 letters of indignation to be written by local readers.

Details of the murder are being held pending notification of family. No relatives are presently known, so police are making official inquiries.

The investigators will be approached by Henry Armitage (M.A., Miskatonic, Ph.D., Princeton, Litt.D., Johns Hopkins) of the Miskatonic University Library. Armitage was a friend of Langley's and assisted him in his research on the occult (the Miskatonic University collection of occult books is known around the world).

Armitage received a letter from Langley shortly before the murder. On the basis of the letter, several conversations with Langley, and Langley's strange behavior before his death, Armitage thinks the murder was not committed by humans, but by something from the Cthulhu Mythos. He shows the investigators the letter, and asks for their help:

Excerpts from the Letter

It is the shadowy terrors that lurk behind and above them that are mysterious and awful....

Our little brains—what can they know of vampire-like entities which may lurk in dimensions higher than our own, or beyond the universe of stars? I think sometimes they lodge in our heads, and our brains feel them, but when they stretch out tentacles to probe and explore us, we go screaming mad....

Coldly malign intelligence from beyond the stars—suppose there were a greater horror? Suppose evil things from some other universe should decide to invade this one? Suppose we couldn't see them? Suppose we couldn't feel them? Suppose they were of a color unknown on Earth, or rather, of an appearance that was without color?

They would not exist for us? They would exist for us if they could give us pain. Suppose it was not the pain of heat or cold or any of the pains we know, but a new pain? Suppose they touched something besides our nerves—reached into our brains in a new and terrible way? You cannot oppose what you cannot see or feel....

Suppose they should eat their way to us through space!"

Langley's Behavior

Armitage will state that Langley always struck him as an odd chap and that he was always talking of places other than our own time and space. Langley believed it was possible to travel to other dimensions or other times by freeing one's mind/spirit/essence from the body and allowing it to roam through time and space. Langley spent a lot of time in the Miskatonic University Library and studied the many occult books that are found there—including a rare edition of *The Necronomicon*. A few days before Armitage got the letter, Langley claimed that he was on the verge of a big breakthrough in dimensional travel. Then Armitage heard nothing, got the letter, and again heard nothing—Langley ceased his usual daily visits to the library and did not call or write. Then Armitage heard of the murder.

FOG

By now the investigators should be ready to venture outside. The Keeper should keep careful track of where the Space-Eaters are and their current form—this will help to determine what "random" events and clues the investigators will find in order to help them to unravel the mystery. As the Keeper tracks the creatures' movements, and as the investigators move through the countryside, the Keeper should indirectly indicate their current location through talking about the thickness of the fog (i.e., it gets thicker as the investigators move toward the Space-Eaters and thinner as they move away from them).

ARKHAM ADVERTISER

At the office of the *Arkham Advertiser*, the investigators may learn the following for each successful Fast Talk or Oratory roll: A reporter will say, Langley was killed in "a horrible fashion—his head," then the reporter will shut up and refuse to talk any further. If the PC is successful with another roll, he will learn that "it looked like he was shot in the head, but it was peculiar—everything was gone." What "everything" is the reporter will refuse to disclose. On further successes, the reporter will reveal that the police are unofficially "very puzzled" by the murder. He will also reveal the names of the two professors who found Langley's body: Melvin Giles of the Department of Anthropology and Welles Kedding of the Department of Economics. Both were close friends of Langley and visited on a regular basis for tea and conversation.

MELVIN GILES' HOUSE

If the investigators visit Giles' house, they will find a very shaken person. Giles will not be able to reveal much more than the reporter at the *Arkham Advertiser* did—other than that he and Kedding went for their usual Sunday night visit and found the house apparently empty. They noticed that things seemed disturbed and that the house was full of fog. Thinking that Langley had gone for a walk and left a window open somewhere (allowing the fog to enter), they looked around downstairs, checking all the windows, then went upstairs. There they found the body. After revealing this, Giles will shut up and refuse to talk any further.

WELLES KEDDING'S HOUSE

If the investigators check Kedding's house, they will get even less information than from Giles. Kedding will refuse to talk to the investigators unless they have brought Armitage along. He will then talk to Armitage in a secretive fashion. If questioned later, Armitage will reveal only that Kedding thought the police were on the wrong track and that perhaps "there was something to Langley's stories of 'vast and unknown powerful forces in the universe.'"

SHERIFF

At the county sheriff's office (in Arkham, in the County Complex, along with the coroner, the courthouse, etc.), no information will be available—the police are very curt and abrupt. They will resist all attempts at Legal, Fast Talk, Oratory, Bribery, etc. They will say the investigation is "proceeding" and that details will be released to the public if necessary. If the investigators persist in questioning the police, they will be threatened with arrest for interfering with police business. If the investigators persist further, the police will arrest them, and they will spend a night or three in jail (someone, perhaps Armitage, will eventually get them out if the police don't just release them—having "learned their lesson"—by then).

CORONER

At the county coroner's office (located at the County Complex), players will only be admitted on a successful roll of Oratory, Law, or Bribe. Fast Talk attempts will only result in having the doors shut in their faces, and further attempts at the former skills will become more difficult (impose an appropriate modifier). If the investigators reveal that they are friends of Langley (a slight lie if Armitage is not there), the coroner will grudgingly show them the body.

The Fun Of Role Playing

Important moments in history

499,998 BC-Ten minutes after the first humans come out into the open, Kharll the mutant Bobcat devours five of them.

124,999 BC-Humans invent the Axe.

124,998 BC-Tides turn in human's favor and cat skin coats are all the rage.

Lapport Games

Attack of the Humans

Langley is pale and waxen. There is a small hole in the upper left portion of his forehead, like a bullet hole, but no blood is present. The hole is utterly smooth—no jagged skin or bone—as if whatever made the hole was so powerful and fast that it cut through skin and bone before it had a chance to splinter the bone or tear the skin. The skull cap is missing from the top of the head, and the brain is gone. Upon questioning, the coroner will reveal the following:

- The "bullet hole" was made approximately three hours before the skull was removed.
- There is no exit path for the hole, unless one counts the removal of the skullcap. However, that can't contain the exit path because of the nature of the wound and the angle of the hole, which would indicate an exit somewhere at the base of the skull.
- The skullcap was removed in much the same fashion as the hole was created—no tearing of the skin and no splintering of the bone are evident (the skullcap was found near the body). Although some blood was spilt, the amount that one would normally expect from such a massive wound was not present.
- Not only is all of the brain missing, but a good portion of the nerves that go through the spinal column are missing as well.
- Langley lived for about three hours between the "bullet hole" wound and when his brain was removed!

NEIGHBORS AND RANDOM CLUES

At any of the houses in the neighborhood, either in Partridgeville, Mulligan's Wood, or the surrounding area, NPCs will talk (on a roll of Oratory, Fast Talk, Law, or Bribery) about the fog, the death, Langley, etc.—in general.

The Keeper should be keeping track of the Space-Eaters (and their life cycle). At the proper time, he should attempt to ensnare the investigators or NPCs with them in the psychic trap of the Space-Eaters' binding attempts. Therefore, it is possible for investigators or NPCs to have encountered the Space-Eaters in a variety of ways at this point.

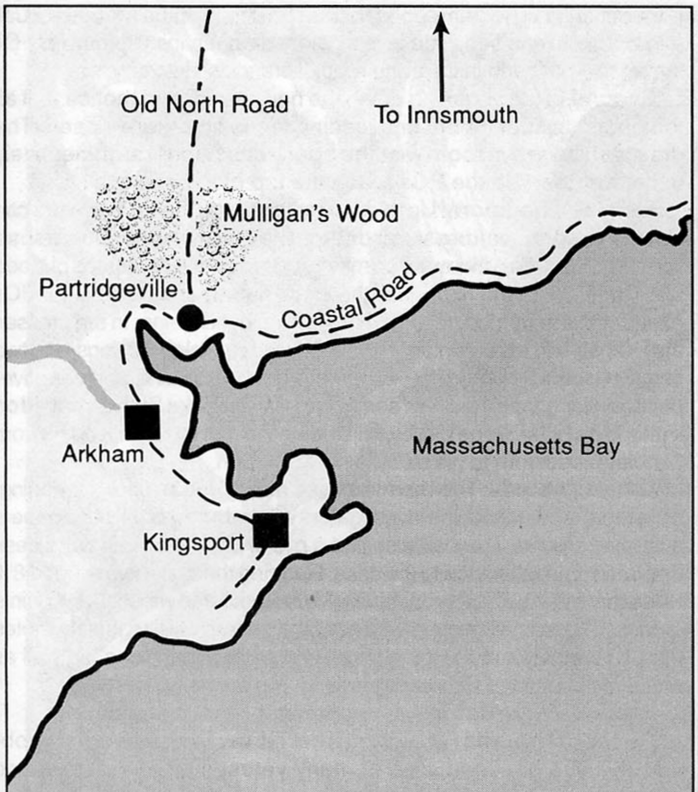
If the investigators encounter the creatures, the Keeper should determine actions and results as explained below. If only NPCs have been "approached" and bound/attacked, the investigators will have to search and question before they start learning strange things. Neighbors and NPCs will reveal that they have seen strange shapes. Some people will appear shaken and refuse to talk, and some may even have the "bullet hole" marking.

Finally, if the Space-Eaters' life cycle brings about a murder, the investigators may discover (or hear of) another body—with the same grisly characteristics as Langley's!

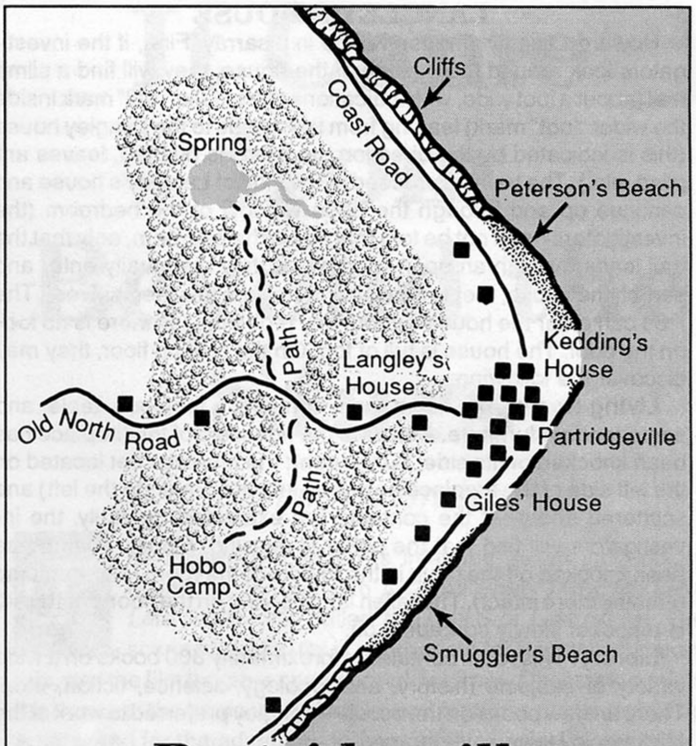
MULLIGAN'S WOOD

In Mulligan's Wood, the fog will be especially thick (at least one Space-Eater should stay in the wood). The Keeper should use all his storytelling skill in building an eerie atmosphere and may even wish to use extra props (eerie music, incense, candles, wind chimes, "dry ice" and water to make fog, etc.) to help to sustain the spell. The investigators should encounter the Space-Eaters here first if possible—the trees (draped with moss and dripping with condensation), sick and dead plants, and ever-present fog should make it an ideal place for an encounter.

As the investigators make their way through the wood, they will also discover more clues. Dead animals and possibly one or more dead tramps are present, all with mutilations similar to Langley's—even squirrels with tiny little "bullet holes," and the missing brains and skullcaps! But be sure not to overdo the number of bodies strewn about. Follow the life cycle of the Space-Eaters exactly. It is permissible to have some dead animals and NPCs—if the Keeper wants more dramatic clues, then he can allow a few of the attacked NPCs to escape the grasp of the Space-Eaters. There should never be more bodies than the number of Space-Eaters (in this case, three) plus the number of "life cycles" that have passed could account for.

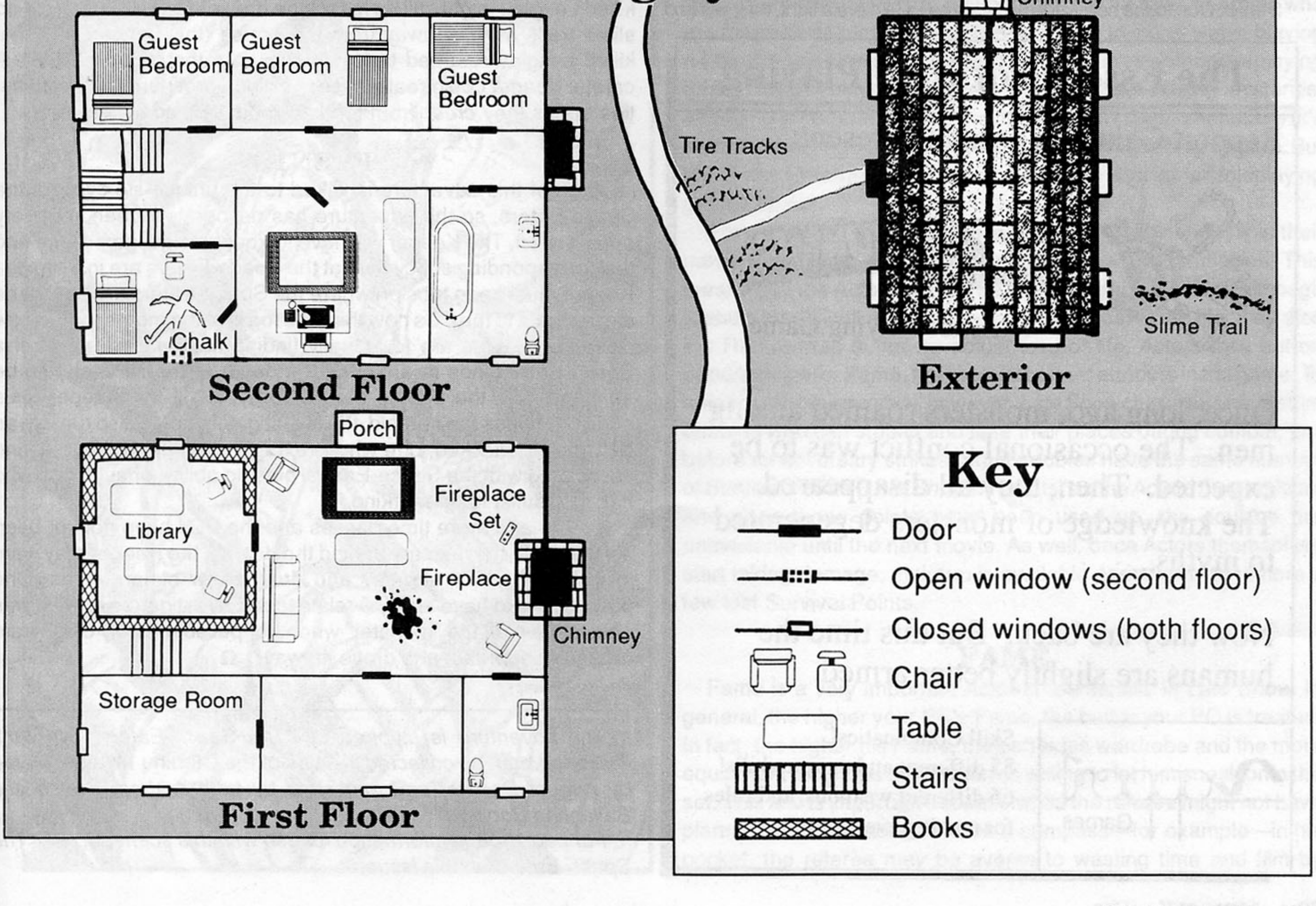

Old North Road
To Innsmouth
Mulligan's Wood
Partridgeville
Coastal Road
Arkham
Massachusetts Bay
Kingsport

Massachusetts Bay Area


Cliffs
Coast Road
Spring
Peterson's Beach
Path
Kedding's House
Langley's House
Old North Road
Partridgeville
Path
Giles' House
Hobo Camp
Smuggler's Beach

Partridgeville and Environs

Harold Langley's House


Guest Bedroom
Guest Bedroom
Guest Bedroom
Chalk
Second Floor
Porch
Library
Fireplace Set
Fireplace
Chimney
Storage Room
First Floor
Chimney
Tire Tracks
Slime Trail
Exterior
Key
Door
Open window (second floor)
Closed windows (both floors)
Chair
Table
Stairs
Books

LANGLEY'S HOUSE

Howard Langley's house will be in disarray. First, if the investigators look around the outside of the house, they will find a slime trail (about a foot wide, with indications of a smaller "tail" mark inside the wider "foot" mark) leading from the woods to the Langley house (this is indicated by the direction the grass is pushed, leaves are piled, etc.). The trail will proceed to the side of Langley's house and continue up and through the open window of the bedroom (the investigators need not be told that this is the bedroom, only that the trail leads through an open window—if they eventually enter and search the house, they will be able to deduce this themselves). The PCs can enter the house without any problems, as there is no lock on the door. The house is full of fog. On the ground floor, they may discover the following:

Living Room: The living room contains a fireplace, table, and some random furniture. A chair to the right side of the fireplace has been knocked on its side, facing right; the fireplace set located on the left side of the fireplace has been knocked over (to the left) and scattered about—if the contents are examined carefully, the investigators will find that the poker is missing. Finally, a lamp has been knocked off the table in the middle of the room (another lamp remains there intact). The fallen lamp is lying on the floor, shattered, in a pool of slowly spreading oil.

Library: This room contains approximately 800 books on a wide variety of subjects (history, anthropology, science, fiction, etc.). There are few books on the occult—Langley preferred to work at the Miskatonic University Library.

Bathroom: This is a normal bathroom, except for the fact that there is no (gasp!) hot water.

Kitchen: The kitchen looks normal. It is a little messy (after all, Langley was a bachelor), but nothing out of the ordinary will be apparent.

Storage Room: Access to the storage room is through the kitchen. The room is situated under the stairs which lead up to the second floor. It is filled with a variety of canned foods, dried meat, dried and fresh vegetables, dried and fresh fruit, etc.

Stairs: Due to the heavy fog, unless the PCs have a light, they will find it difficult to go up to the second floor without tripping on the stairs. (Call for DEX rolls, and see if the investigators drop anything if they fail.) Oil lamps can be found in the living room, library, and kitchen.

Second Floor: Looking down the hall, the PCs will notice that all the doors, except for the one leading to the study, are closed. The door leading to the room with the open window will be immediately to their right when the PCs reach the top of the stairs.

Langley's Bedroom: Upon opening the room, the investigators can see a bed, wardrobe, dresser, and chair. The window is open, and a slime trail leads from the window to the middle of the room. A few drops of blood are scattered on the floor near the chalk outline of a body. If the PCs examine the wardrobe, they will find nothing but clothing. In the dresser, the PCs will find a box containing $50, several cufflinks and rings, and two items of some importance—an ornate gold cross and a green, five-pointed, star-shaped piece of soapstone with an Elder Sign engraved on it (this is an Elder Stone). They will also notice that the door leading from Langley's bedroom to his study is partially open.

Langley's Study: This room is messy, mostly due to a lack of cleaning. If the room is searched, the investigators will find many books and papers scattered around. They will also find a pile of papers on Langley's desk that has some relevance to the case. Reading these papers will add 8% to the reading Investigator's Cthulhu Mythos skill and will cost 1D4 points of SAN. Those investigators who read the papers will find that the notes discuss Langley's attempts to travel into other dimensions, as well as some of the outlandish creatures he contacted on his trips.

Second Floor Bathroom: An ordinary looking bathroom.

Guest Bedrooms One, Two, and Three: These bedrooms obviously have not been used in many years; they are shut up and dark, and smell very musty.

ATMOSPHERE

While the investigators are in the Langley house, the referee should emphasize the eerie atmosphere of being in a murdered person's house. If the investigators spot the slime trail while looking around outside, the thought should occur to them that whatever killed Langley might still be inside the house! After all, there are no slime trails moving *away* from the house (the Space-Eater that killed Langley returned to fog form before the police arrived). A careful Keeper could really raise the blood pressures of the investigators as they *creep* from room to room looking for the killer.

EVENTS

Much of this adventure is linked to the unique life cycle of the Space-Eaters, so the adventure has deliberately been kept very open-ended. The Keeper will have to keep track of game time and the corresponding subcycle that the Space-Eaters are in. Also, the Keeper must keep tabs on where the Space-Eaters are so that he can indicate to the PCs how thick the fog is at the moment (and how close the players are to actually finding the Space-Eaters). If a Space-Eater binds to an NPC, the death of the NPC should be announced in the papers the next day. Or, if the Keeper feels additional clues are needed, the investigators could also run into an NPC being attacked, one who is experiencing the buzzing sound associated with the Space-Eaters' binding ability, or even one who has the "bullet hole" marking.

If more and more time passes and the PCs have not yet been able to solve the mystery behind the deaths, the Keeper may want to intervene more strongly and drop a few blatant clues. One possibility is to have an NPC relate to the investigators how he was able to drive off the "monster" when he "pulled the holy cross from around (his) breast and drove it away!" Ω

The adventure is inspired by "The Space-Eaters" by Frank Belknap Long, as collected in Tales of the Cthulhu Mythos, *edited by August Derleth, and published by both Arkham House and Ballantine Books.*

For background information for use with this scenario, see "The Space-Eaters" in this issue.

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The Bayou Ritual

By James L. Cambias

Dr. Elwyn Darke, a prominent occultist and an authority on folk superstitions, has been murdered in the tiny Louisiana town of Bayou Perdu. The local police have no suspects in the killing. The investigators may elect to look into the matter on their own or may be asked by one of Darke's colleagues at Marshall University in Indiana to find out what really happened. Or the player characters may simply be travelling in the area. The investigators should not be well acquainted with the late Dr. Darke.

KEEPER'S INFORMATION

Bayou Perdu is the site of a strange annual ritual performed by the inhabitants at a circle of standing stones just outside town. The purpose of the ritual is to reinforce the power of a mystic sign that keeps a horrible Shoggoth imprisoned beneath the stones. Darke was attempting to break the spell and release the monster when he was killed by the local deputy sheriff, Breaux.

This adventure is intended as a change of pace and a way for Keepers to surprise players who have become so paranoid and reactionary that they reflexively annihilate anything out of the ordinary. In this case, the "sinister townsfolk" are the *good guys*, and the murdered man was an evil cultist.

BAYOU PERDU

Bayou Perdu (population 1022) is a small hamlet deep in the swamp country of Louisiana. It is located 15 miles southwest of Houma and 50 miles from New Orleans. It can be reached by a single poorly paved road or by boat along the bayou for which it is named. The town's chief industries are rice farming and fishing.

The town consists of a small cluster of houses and shops where the road crosses Bayou Perdu. The town is surrounded by swamps, which are thickly wooded with skeletal cypress trees wreathed in Spanish moss. The buildings are all shabby and run-down looking. Bayou Perdu has a drugstore with a lunch counter (Landry's Drugstore), a doctor's office (Dr. Mouton), a deputy sheriff's office, a church (Our Lady of Eternal Vigilance), and a general store with gas pumps (Mouton's General Store). As the PCs enter the town in the middle of the afternoon, they will see few people about. Several young men are lounging around on the porch of Mouton's General Store, but otherwise the streets are deserted.

Unfriendly Reception: The investigators will not exactly be welcomed to Bayou Perdu with open arms. The cajuns are fairly suspicious of outsiders to begin with (especially since such outsiders generally try to force them to abandon their native language and culture, tax their meager incomes, or take away their wine and beer). In Bayou Perdu, the inhabitants have even more reason to be unfriendly. If the player characters attempt to talk with anyone on the street, the natives will claim to speak only French. The loungers at the store will be downright hostile and will not very subtly encourage the PCs not to linger in Bayou Perdu.

There is one house with rooms for rent, but the landlady, Mrs. Landry, will demand the outrageous sum of $10 per person to stay the night. A successful Bargain skill roll may persuade her to reduce the rate to $7 per night. She warns the PCs that she wants no trouble of any kind in her house. The rooms are small but very clean, and all the beds have mosquito netting to keep guests from being bitten as they sleep.

Deputy Sheriff: Deputy Breaux is the local representative of the authorities. He is a conscientious official and will do his best to be fair and polite to the player characters, although he warns that if he gets any complaints from the townspeople, he'll lock them up.

If the PCs ask Deputy Breaux about Darke's murder, he can provide the following information in a very businesslike manner: Darke was found dead, shot to death with a shotgun at close range, among the standing stones just outside of town. The estimated time of death was 2 a.m. It was a rainy night, so no footprints were found. It is impossible to trace the weapon.

Breaux says he suspects that Darke stumbled across a group of bootleggers and was murdered. He claims to have no knowledge about the stones or what Darke might have been doing up there. A Psychology roll will reveal that Breaux is probably lying and seems to be afraid of something.

Darke's possessions are being kept in Breaux's office. If the PCs want to examine them, they will have to make a successful Debate or Fast Talk roll. The property consists of some ordinary clothing, a wallet containing an Indiana driver's license and $200 in cash, a book entitled *Occult Sites in North America*, and a strange gold ring. The ring is decorated with a little face that anyone with any Mythos knowledge at all will recognize as being the visage of mighty Cthulhu itself.

The book is a listing of all Indian sacred spots, haunted houses, and places where strange phenomena occur in the United States and Canada. It is very complete. From the standpoint of an investigator it is *too* complete, for it lists 10 bogus occult sites for each genuine one. The listing for Bayou Perdu says the following:

"Bayou Perdu, Louisiana, has a fairly interesting stone circle, said to have been built by Indians. A legend of the vicinity claims that the Devil frequently plays the flute among the stones."

Dr. Mouton: Doctor Albert Mouton is the local general practitioner, and performed the autopsy. He will confirm Deputy Breaux's account of the murder almost exactly word for word. Mouton is a bit more friendly than the other townspeople and has a large collection of books at his house. He can answer questions about local history.

If the PCs ask Mouton about the stones or the annual ritual, he will give factual, but undetailed, answers. The ritual is performed every year at about this time. It is an old tradition handed down from the Indians. The stones seem to have been put up by the Indians. Beyond these meager facts, he will not go.

CIRCLE OF STONES

Just outside of town is a small rise crowned with oak trees. (This kind of rise is common in swamp country and is called a *chenier*.) This chenier is unusual, for at the top is a circle of 13 large, upright stones, about 100 yards across. A successful Geology roll will determine that these stones are not from the area; they occur naturally in the Appalachians.

Scene of the Crime: The spot where the body was found is roped off, and frequent rains have obliterated all traces of the shooting. A successful Spot Hidden roll, however, will allow the PCs to notice a book lying under some bushes. Apparently Darke dropped it when he was killed. The book is a facsimile edition of the *Pnakotic Manuscripts*. It is damp and starting to get mildewed, but is quite readable. An examination will show that one set of pages is spattered with blood, indicating the place Darke had it open to when he was killed.

One passage on that page is particularly noteworthy:

"The Sarsen-circles are places of mighty Power, and therein may be confined Those who come from Without. But the stones weaken from season to season and must be strengthened again when the skies are right. The stones must have their blood, and the ancient words must be said, else the Power that is in the stones will falter."

Tante Marie: Not far from the stone circle is the cabin of "Tante Marie" Breaux, an incredibly ancient old lady. She speaks only a little English and will at first be very suspicious of outsiders. If addressed in French, she will be more friendly, and a successful attempt to Fast Talk her will result in her inviting the PCs inside for coffee.

If the player characters ask Tante Marie about the stones, she will tell them the following:

"Oui, les rochers, *they are very old. The Indians raised the stones, or perhaps the ones before them. Beneath them lives one of the old bad ones. It is bad luck to speak of such things at this time of year."*

She will say nothing more about the stones.

If asked about the murder, she has this to say:

"Just before dawn, it was. Julien killed him up among the stones. C'est triste, *but he was a bad man and shouldn't have been there."*

She shrugs fatalistically and will not answer any more questions.

LIBRARY RESEARCH

If the players use the library of Tulane University in New Orleans or L.S.U. in Baton Rouge, they can learn that Bayou Perdu was settled by Acadian refugees from Canada in 1761 and has a population of 1022.

There are only two other mentions of interest: One of the early French Jesuit visitors to the area in 1695 noted the strange circle of stones and described a barbaric pagan ritual performed by the Indians there at this time of year. In 1875, a historian visited the area and noted with amusement the "quaint folk festival" held each year on the same date.

There is no library in Bayou Perdu, but at the town church Father Boudreaux has some old chronicles kept by his predecessors. The priest is one of the group that maintains the spell at the stones, so the PCs will have to convince him that they are on his side. A player character would have to succeed by rolling under half of his Oratory skill in order to convince Boudreaux. The local chronicles are written entirely in French and only mention the ritual once. In 1825, they note:

"An attempt was made by certain persons to prevent the annual rite at the stones. They ceased their opposition when the truths of the matter were explained to them."

If the PCs pretend to be some sort of evil cultists, there is no way they can get anything from Father Boudreaux, and he will inform Deputy Breaux. After that, everyone will be *even more* unfriendly, if that seems possible.

STRANGERS IN TOWN

The investigators are not the only strangers interested in Bayou Perdu. The day after the PCs arrive, two men will come to town. They are Mr. Gray and Mr. Waite, and claim to be friends of the late Mr. Darke. They will occupy the remaining rooms at Mrs. Landry's house and will start asking many of the same questions as the PCs.

They will be friendly with the investigators, sharing any discoveries they make about the town, but not revealing very much about themselves or their connection with Dr. Darke. At their first meeting with the player characters, Gray and Waite will make a curious remark: "Soon night will fall." (They will say this even if it is morning.)

A successful Cthulhu Mythos roll will recognize the words as part of a verse from the *Seven Cryptical Books of Hsan.* The correct response is, *"And Darkness will spread its wings across the world."* If the investigators give this response correctly, Gray and Waite will be more communicative. They still won't tell exactly why they are in town, but they will tell the PCs that Darke was attempting to discover how the stones were enchanted, and what purpose they served, when he was killed.

If the player characters try to search the strangers' room, they will find a copy of the *Pnakotic Manuscripts* (identical to the one Darke was carrying) and a peculiar dagger engraved with writing in no known alphabet. There is also a letter from Darke, which says:

Brothers,

A great discovery. The circle of stones here at Bayou Perdu contains something of enormous power. I will attempt to dissolve the enchantment on the sarsens tonight. If I fail, you must prevent the local idiots from renewing the containment. Soon it will be Night.

E.D.

THE NIGHT OF THE RITUAL

On the night of the ritual, about three days after the PCs arrive in Bayou Perdu, 13 townspeople will gather at the stones at midnight.

Father Boudreaux and Dr. Mouton will be among them, and the ceremony is guarded by Sheriff Breaux and four other local toughs armed with shotguns. Under the direction of Father Boudreaux, who reads from an ancient copy of *True Magick*, the 13 participants chant and spatter the stones with the blood of a freshly killed goat. The rite takes an hour to complete and temporarily drains one point of POW from each participant. Player characters overhearing the rite will note a similarity to the spell Create Elder Sign, if they know the spell.

Waite and Gray will attempt to interfere with the ceremony in order to release whatever is being kept bound. They won't try a frontal assault on the circle—the townspeople have too much firepower. Instead, the two men will summon a Hunting Horror of Nyarlathotep, using Mrs. Landry as a blood sacrifice. Any of the investigators remaining at the house will undoubtedly hear the chanting and the muffled screams coming from the backyard. If the PCs do nothing, the Hunting Horror will swoop down upon the stone circle and devour those performing the ritual.

If the ritual is not performed before midnight, then at 1 a.m. the chenier will tremble, the stones will topple, and the ground will erupt as a titanic Shoggoth bursts forth, smashes the village, devours anyone who does not escape, then oozes into the bayou and disappears.

NPCS

The characters will have an occasion to interact with the following NPCs in this adventure.

Deputy Sheriff Breaux

Julien Breaux is a rugged-looking man in his early thirties. He served in the army during the Great War and returned home with a bad lung after being gassed. He is a good policeman and keeps order in Bayou Perdu. But he understands that there are some occasions when the laws of the state of Louisiana just don't apply, and killing Darke was one of those situations.

Breaux is normally quite friendly, but the Darke incident has made him suspicious of strangers, and the investigators will find him very brusque and uncommunicative. Breaux is always armed with his .38 revolver and carries a 12-gauge pump shotgun in dangerous situations.

STR 15, CON 6, SIZ 15, INT 14, POW 11, DEX 12, APP 10, EDU 14, SAN 65, HP 8.

Skills: Speak French 85%, Read/Write Latin 60%, Speak Latin 50%, Psychology 40%, Debate 20%, Occult 20%, Cthulhu Mythos 10%.

Dr. Mouton

Pascal Mouton is the only doctor in Bayou Perdu and the surrounding area. He is a heavyset, red-nosed man who is quick to prescribe a little red wine for medicinal purposes. He isn't sure if he believes this stuff about the stones, but is willing to keep the facts hidden to protect Deputy Breaux. Mouton doesn't generally go armed, but if pressed he will defend himself with a surgical scalpel (treat as a small knife).

STR 8, CON 7, SIZ 14, INT 15, POW 12, DEX 10, APP 6, EDU 16, SAN 60, HP 10.

Skills: First Aid 90%, Diagnose Disease 80%, Treat Disease 75%, Speak French 75%, Treat Poison 70%, Read/Write Latin 50%, Knife 35%, Pharmacy 30%, Chemistry 25%, Psychoanalyze 15%.

Mrs. Landry

Clair Landry is a stout widow in late middle age. She rents out rooms to visitors and owns some land which her nephew farms. Darke rented a room from her, and she noticed something odd and unpleasant about him. Since then, she has been suspicious of strangers, particularly those asking questions about things which should be left alone.

STR 6 CON 8, SIZ 12, INT 10, POW 16, DEX 14, APP 11, EDU 6, SAN 80, HP 10.

Skills: Speak French 75%, Listen 75%, Bargain 60%, Sneak 40%.

Young Toughs

These young men work as fishermen or trappers in the swamps around Bayou Perdu, but their chief love in life is lounging around outside Mouton's General Store, drinking home-brewed wine. They are basically friendly, but are suspicious of outsiders—especially nosy ones. They all have effectively identical attributes and abilities. All carry hunting knives, but they prefer to fight with fists and clubs. On the night of the ritual, four of them will be around the chenier, armed with 20-gauge shotguns.

STR 16, CON 16, SIZ 12, INT 8, POW 10, DEX 12, APP 8, EDU 4, SAN 50, HP 14.

Skills: Speak French 80%, Punch 70%, Track 65%, Climb 65%, Swim 50%, Club 45%, Shotgun 40%, Sneak 40%, Rifle 30%, Camouflage 20%, Sing 20%, Occult 5%.

Marie Breaux

Tante Marie is well over 80 years old and has lived all her life in the tiny cottage near the chenier. She knows an astonishing amount about the plants and animals of the region, and has a great many charms and hexes to ward off evil. Her native language is French, and her English is heavily accented.

STR 4, CON 8, SIZ 6, INT 14, POW 17, DEX 12, APP 6, EDU 4, SAN 70, HP 7.

Skills: Botany 65%, First Aid 60%, Speak English 50%, Zoology 45%, Diagnose Disease 40%, Occult 40%, Treat Disease 35%, Cthulhu Mythos 15%. She knows the spells Heal (which costs three Magic Points and no SAN, and which halves the recovery time for damage) and Elder Sign.

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Mr. Gray

Edward Gray is a member of a sinister cult called the Brotherhood of Night, which serves Nyarlathotep. Darke was also one of the Brotherhood, and Gray and Waite have come to Bayou Perdu to find out why he was killed. Gray is a small, dapper man with piercing eyes. He owns a .45-caliber automatic and will not hesitate to use it.

STR 9, CON 11, SIZ 9, INT 13, POW 16, DEX 12, APP 10, EDU 15, SAN 0, HP 10.

Skills: Read/Write Latin 65%, Cthulhu Mythos 65%, Occult 40%, Archaeology 35%, Sneak 30%, Handgun 30%, Debate 20%. He knows the following spells: Summon Hunting Horror, Bind Hunting Horror, Contact Nyarlathotep, Voorish Sign, Contact Deep One.

Mr. Waite

Frederick Waite is a very fat, slow-moving man whose placid expression conceals the fact that he is a dangerous fanatic devoted to serving the evil will of Nyarlathotep. Mr. Waite always carries a large, sharp knife with him, and enjoys using it.

STR 13, CON 6, SIZ 16, INT 14, POW 16, DEX 9, APP 8, EDU 16, SAN 0, HP 11.

Skills: Read/Write Greek 60%, Knife 55%, Cthulhu Mythos 50%, Anthropology 45%, Spot Hidden 40%, Archaeology 30%. He knows the following spells: Summon Hunting Horror, Bind Hunting Horror, Contact Nyarlathotep, Shriving.

Hunting Horror

This hideous servant of Nyarlathotep is a huge, black winged serpent, whose form continually shifts and changes.

STR 30, CON 12, SIZ 30, INT 15, POW 22, DEX 15, HP 21, Move: 7/11 flying, Armor: 9 points.

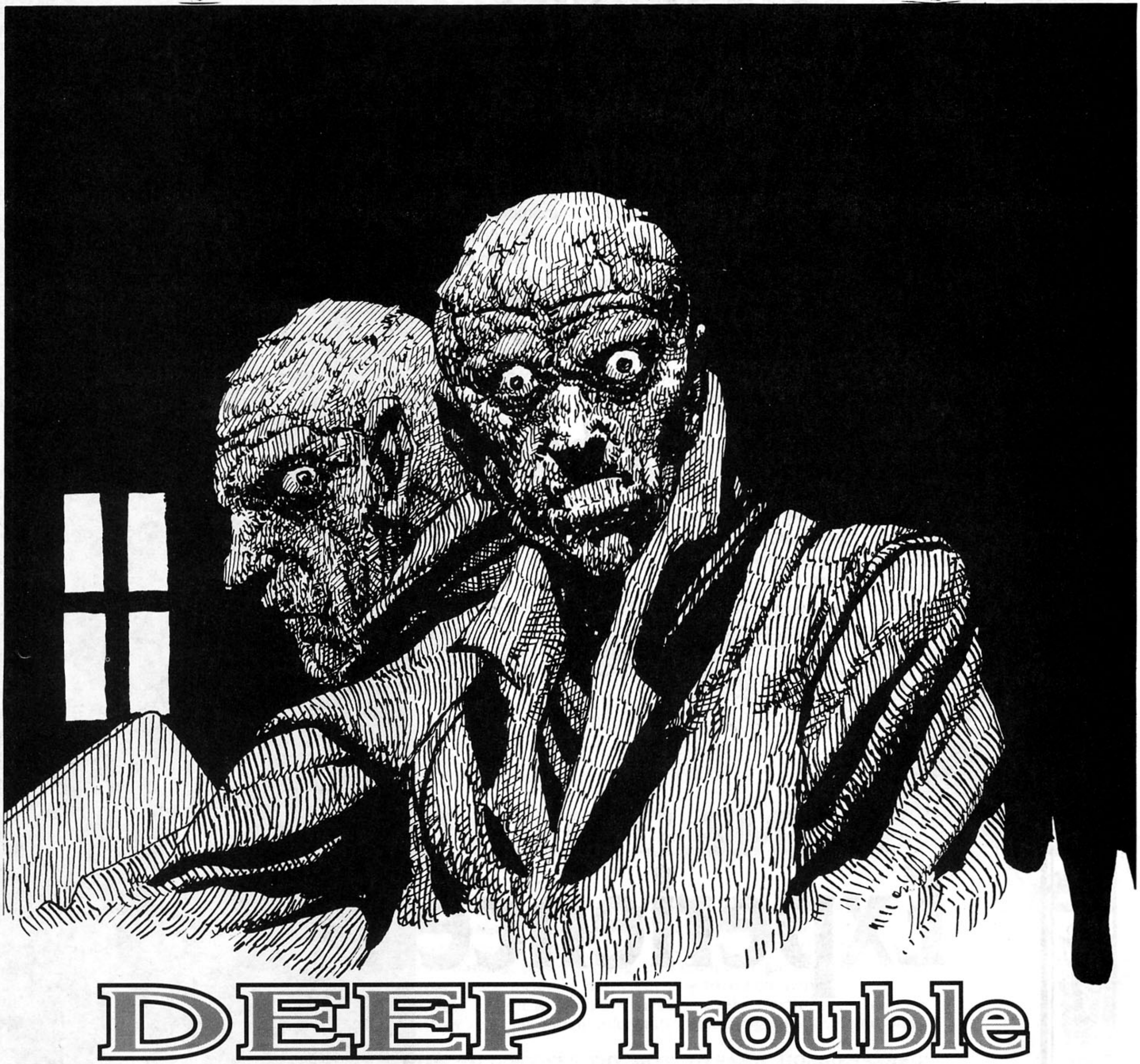
Skills: Bite 65% (for 4D6 damage), Tail 90% (Grapples). The Hunting Horror cannot be impaled by normal weapons. It knows the following spells: Shriving, Contact Nyarlathotep, Create Gate. Seeing the Horror costs 1D10 SAN on a failed SAN roll.

Shoggoth

The Shoggoth is a huge, formless mass of tissue with malignant eyes opening and disappearing constantly on its surface. It will seek to destroy the town before escaping into the swamps.

STR 45, CON 12, SIZ 45, INT 6, POW 12, DEX 4, Move: 10.

Skills: Crush 100% (doing 3D6 of damage, plus an additional 6D6 per subsequent turn as it tears its victims apart). It takes minimum damage from physical weapons, cannot be impaled, takes half damage from fire, and regenerates two points per turn. Ω



DEEP Trouble

By Dan Snuffin

New York City, NY: Police are investigating the theft of a rare book from the private collection of C. Arthur Locke. The thieves broke into the residence early in the evening and stole a rare copy of *Daemons of the Fire*.

Locke shot and killed one of the burglars, but the other escaped with the book. The value of the stolen book was not known.

One of the PCs stumbles upon the above article, dated September 8, 1926, while reading the morning newspaper. A successful Cthulhu Mythos roll will reveal to the characters that *Daemons of the Fire* is a Mythos book.

This adventure is located in Boston, but the referee may adjust the location to fit his campaign. The referee will have to decide how to involve the characters based on their situation and history. If one of the PCs is a professor, Miskatonic may send him to investigate. Or possibly one of the characters knows C. Arthur Locke or is interested in the stolen book.

KEEPER'S INFORMATION

A horde of Deep Ones is plotting to melt the Arctic ice by summoning Cthugha. The rise in sea level will expand their underwater domain while causing serious disasters for the surface dwellers. The Deep Ones have stolen *Daemons of Fire* because it contains the Summon Cthugha spell. They have hijacked the freighter *Blue Star* to carry them and the more human members of the horde up to the Arctic Sea. After all, that's a long way to swim!

NEW YORK CITY

Locke will not conduct any interviews over the telephone, but he will invite the investigators to his home to discuss the theft. Travel by train from Boston to New York City will cost $5.70 and will take seven hours.

The Locke residence is a two-story mansion of weathered brick surrounded by a large, well trimmed lawn. C. Arthur Locke is a tall, healthy looking man in his early fifties who wears a green sweater of questionable taste. He will cooperate with the investigators after a successful Oratory roll has been made.

Locke will tell the investigators that he was sitting in the den when he heard noises coming from the reading room where he keeps all his books. He pulled a revolver from his desk drawer and went to investigate. He saw two men sneaking down the hallway toward an open window, one carrying the book. He yelled at the men to stop, and the first turned toward him while the second continued down the hall. When the first made as if to attack him, Locke shot the man in the chest. The other jumped out the window and escaped.

Locke is not aware of the Mythos value of the book, nor is he aware why that particular book was stolen. He will explain that he tried to read it once, but the messy old English text required too much effort.

If the PCs ask to see the rare book collection, Locke will proudly oblige. There are many rare titles, but no Mythos books.

If asked about anything unusual that may have happened or about the man killed, Locke will remark. "The man looked very unhealthy. His skin was dry and scaly, and he had no hair."

A Fast Talk or Oratory roll will get the PCs into the city morgue to view the body. Gunshot wound aside, the man looks unhealthy indeed. His skin is dry and scaly, and he appears to have lost all of his hair. His ears are set to close to his head, and his eyes are a little large. His identity is still unknown. A successful Cthulhu Mythos roll will tell the PCs that this man is halfway through the transformation from human to Deep One.

DISAPPEARANCE

The next day, the party will get an alarming phone call. If one of the investigators is a journalist, it will be from his editor. Otherwise, the caller will be a journalist contact acquainted with one of the characters. The caller will inform them of the mysterious disappearance of the whole population of Rockport, a small costal village in Massachusetts. Approximately 125 people completely vanished with no trace. The disappearance was discovered late last night.

Rockport is about 35 miles from Boston, two and a half hours away by car. It is a remote fishing village of old, weathered wooden buildings and shacks in various states of disrepair. Most smell only of fish, and everything looks undisturbed. A Fast Talk or Oratory roll will get the party past the loose security surrounding the area.

Although very old and warped, the docks of Rockport are very strong. Boats are still tied up on most docks. While looking in this area, anyone making a successful Spot Hidden roll will notice a life ring caught in some cattails right off shore. The white ring has the words "Blue Star" on it, and the preserver looks relatively new.

One building in Rockport is identified by the sign over the door as the "Esoteric Order Of Dagon." Those making a successful Cthulhu Mythos roll will know who Dagon is. Inside are many old chairs leisurely organized in rows facing a bare stone altar. The building is otherwise completely empty, as everything of importance was taken on the voyage. Obviously this is a very poor excuse for a house of worship. While looking in this area, anyone making a successful Spot Hidden roll will notice a small scrap of paper lying beneath one of the chairs. The paper contains the word "tar," with anything once preceding that inscription torn off.

Rockport has a grocery store, but there is no food here—the shelves are bare. The inventory records are missing, but there are many empty crates and boxes in the back room. If the PCs check the labels to see what was once in the crates and boxes, they will find three labeled "fur parkas." The rest of the boxes are labeled "candles," "oars," different types of food, etc.

BLUE STAR

A call to the Boston Port Commission (BPC) will reveal that the *Blue Star* is a cargo freighter that left Boston harbor on September 2 for Libson. One day later, all contact was lost, and it was presumed that the freighter may have sank in the heavy storms that hit at the time radio contact ceased.

If the PCs ask the BPC for details about the *Blue Star*, a successful Fast Talk roll will reveal that the captain of the freighter was Samuel Westhouse. A total of 32 crewmembers were on board. The cargo was wheat, various foodstuffs and tobacco.

If the PCs mention that they found a life ring from the *Blue Star* in Rockport, the BPC will say that's not possible, considering the ship's position and the currents concerned.

If the PCs investigate the matter further, they may discover that two of the crewmembers were from Arkham. This is a red herring, but it might lead the characters on an interesting wild goose chase.

MISKATONIC UNIVERSITY

The best place to find information about the Esoteric Order of Dagon or *Daemons of the Fire* is Miskatonic University. At the library, many hours of work and a successful Library Use roll (or a suitable contact, if the PCs have one) will reveal that Dagon is an extremely large, fishlike humanoid and leader of a race of similar beings smaller than himself. The Esoteric Order of Dagon is not mentioned.

The rare books section of the library where *Daemons of the Fire* or more sensitive information on the Esoteric Order of Dagon can be found may only be accessed if a PC is a professor at the university or the PCs are accompanied by a professor. A translation of *Daemons of the Fire* is available to those with the proper clearance.

If the investigators try to find out more about the Esoteric Order of Dagon, *Daemons of the Fire* or cult activity at Rockport through the faculty, they will eventually be referred to Dr. Jim Aarenson, professor of Anthropology. If any of the characters either teach or attend Miskatonic University, assume they know Dr. Aarenson. Aarenson will tell the investigators that he is not surprised to hear of cult activity in Rockport because Dagon is often worshipped by simple fisher-folk in remote coastal villages. He can give the adventurers the same general information as the library but will be hesitant to say much more. He is all too familiar with the Mythos and does not wish to subject anyone else to the horrors of that knowledge. However, if the PCs show him that they already know the Mythos, he will open up to them. If the PCs mention the possible connection with the Blue Star, Aarenson will show sudden interest in the case and will be more than eager to help.

SIGHTING

Six days after they begin their investigation, the PCs will learn that the *Blue Star* has been sighted by a trawler off the coast of Greenland. The ship, which appeared almost lifeless, was heading northeast, possibly toward the Arctic Sea.

Three days after the sighting, the International Ice Patrol (IIP—an organization set up to monitor icebergs after the *Titanic* disaster) will report that it has found the *Blue Star* loosely locked in the Arctic Sea off Greenland. Heavy storms prevent the IIP from investigating further.

If the PCs do not decide to travel to the Arctic, Miskatonic may ask them to join a team sent to investigate the apparent link between the *Blue Star* and the mysterious disappearance at Rockport. In either case, Aarenson will want to accompany the group.

Dr. Jim Aarenson, Professor of Anthropology

STR 10, CON 12, SIZ 09, INT 17, POW 17, DEX 11, APP 12, EDU 18, SAN 66, Hit Pts 11.

Skills: Anthropology 95%, Archeology 55%, Chemistry 25%, Cthulhu Mythos 33%, Debate 45%, Dodge 22%, First Aid 40%, Geology 20%, History 65%, Library Use 90%, Make Maps 30%, Occult 80%, Oratory 75%, Spot Hidden 45%.

Spells: Call Cthugha, Call Ithaqua, Create Gate, Powder of Ibn-Ghazi, Summon/Bind Byakhee, Voorish Sign.

Aarenson is 47, although he looks like he is in his sixties. His hair is gray and thinning, his skin wrinkled, and his voice low and raspy. He habitually polishes his sunglasses when talking, and, yes, he does love his work.

The professor's office is a small archaeological museum and library. Fossils, stones and ancient tools line the shelves of one wall, and a complete library fills another wall and the space above his desk. Everything here is neat and orderly.

Daemons of the Fire

Language: English.
+ to knowledge: =5%.
Spell Multiplier: ×3.
Effect on SAN: –1D8.

This book was written in the early 1800s by a man who identifies himself in the text only as "William." It is primarily about Cthugha, his existence on Fomalhaut, and the cult around him. It also contains two spells: Call Cthugha and Summon/Bind Fire Vampire. A day of browsing through the book will reveal these general details:

Cthugha resembles an enormous burning mass continually varying in shape. Its place of origin is the star Fomalhaut, but it may be summoned to earth. Once summoned, Cthugha will blast and burn the area with intense heat and flame, destroying it completely. The book also contains a 21-page postscript. It mainly discusses the fabled existence of the City of the Old Ones and of strange creatures referred to as the Elder Things that existed before the dawn of life on Earth. It hints that what remains of this city is still locked somewhere in the ice, great secrets frozen within it. (Of course, this postscript is thrown in only to mislead and confuse avid Lovecraft readers.) This knowledge will add +1% to the reader's Cthulhu Mythos skill and cause a SAN loss of 1D4.

ARCTIC

Travel by plane will take approximately four days. The closest settlement to the *Blue Star*'s reported location is Hudsonland, a small fishing community on the coast of Greenland. The Greenland Sea is frozen at this time of the year—everything is covered with snow and ice. Temperatures are generally in the teens, and the wind chill factor may bring the actual temperature close to zero degrees. A PC not equipped with warm clothing can survive outside a number of minutes equal to his CON before taking a point of damage. This cycle is repeated until the PC loses half of his hit points in this manner, at which time he falls unconscious. If unattended, he will freeze to death quickly thereafter.

A small store here carries most essential supplies, charging 150% of the normal price.

If the PCs contact the IIP, they will learn that fierce snowstorms have prevented the organization from investigating the freighter's condition. Luckily, the weather is much more hospitable today. Travel by sled to the site of the *Blue Star* will take three hours. The freighter has been ransacked, and the whole ship smells of dead fish. Much of the floor is covered in slime. Aarenson will tell the PCs that this is a sure mark of the Deep Ones.

The Deep Ones have not strayed far from the ship; they are camped only five miles away. For each hour after one hour that the characters search, there is a 25% chance of discovering the Deep Ones, and there is also a 20% chance that the Deep Ones will discover them. If the characters are discovered, 35-50 Deep Ones will chase them 3-4 miles and will post guard around their settlement thereafter. Otherwise, the party should be able to find a suitable vantage point from which to observe the Deep Ones. There are 115 Deep Ones and 74 humans present. The sight of 115 Deep Ones will cost the PCs maximum SAN (six points) if they fail their SAN roll—one point if the roll is made.

What happens after the discovery of the Deep Ones depends upon when they were discovered. If they were discovered within a day of the discovery of the abandoned boat, they will be attempting to summon Cthugha. If the PCs arrived at any later time, the investigators will be around just in time for Cthugha to appear.

If the PCs try to take on the Deep Ones as a group, they will have the element of surprise, but they will nonetheless be ripped to shreds unless they come up with something very clever. If the PCs do succeed in disrupting the ritual, the Deep Ones will try the summoning again in three days. Only death will stop the fanatic cultists from eventually completing the summoning. If the PCs are unable to interrupt the ritual or just wait around to see what happens, Cthugha will arrive five minutes after the chanting is completed.

CTHUGHA ARRIVES

Only four of the Deep Ones actually know the spell, and they will be leading the Deep Ones in the casting. The cultists are ringed around a large bonfire. They will have to chant for 25 minutes, but the spell will be automatically successful. Suddenly, the flames turn blindingly white, and an intensely bright point of light floats up from the fire. When it reaches a height of about 22 feet, it erupts into the huge flaming ball that is Cthugha, while fire vampires begin to jump from the bonfire. All present must make their SAN rolls or lose 1D20 SAN. Those making the roll lose 1D3 SAN.

Suddenly, it is very hot. The Deep Ones will flee, running back toward the freighter. The hard-packed Arctic ice instantly begins to melt.

The characters will only have one chance to try to banish Cthugha. Aarenson will lead them in the banishment spell, expending full magic points. Each character who knows the spell may also expend all his magic points, while others may only contribute one magic point. Nine points must be expended to match Cthugha's POW, and each additional point will give them a 5% cumulative chance of dismissal. If the spell succeeds, Cthugha will leave in a blinding flash of light before doing any serious melting. The PCs will gain 1D20 SAN. They will also gain 1D10 SAN, realizing that they have saved the world from disaster.

If the spell fails, the PCs will have to run to avoid being burnt to a crisp. The PCs have failed, and Cthugha will gleefully turn most of the Arctic ice cap into water, causing numerous weather problems, plus worldwide coastal flooding as sea level rises about 60 feet. The horrified PCs will lose 1D20 SAN, and life on earth will be changed forever.

CLEANING UP

If the PCs successfully prevent Cthugha from melting the ice cap, the Deep Ones will not try to summon it again, thinking that they somehow lost favor with the being.

If our heroes let it get out that they were responsible, they can expect many Deep One revenge encounters in the future.

Finally, when the PCs return to Boston, they will be contacted by C. Arthur Locke, who wishes to hire them to recover *Daemons of the Fire*. Regardless of whether the book survived (keeper's option), this could be the beginning of a completely new adventure. Ω

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HORROR on the Borderland

By Jane M. Lindskold

One of the PCs receives the news that he has inherited a country estate in the west of Ireland from a distant relative. The executors will provide keys, deeds and maps showing the location of the house. Conditions of the inheritance are that the heir must personally take possession of the property for at least five years. The executors will not have any additional information. If relatives are questioned, the heir will discover that the deceased was wealthy and eccentric. Several other relatives received similar bequests. The heir will be encouraged to accept the inheritance.

The house is located outside the fictional hamlet of Kraighten, about 40 miles from Ardrahan. PCs will find conversation difficult in Ardrahan, near impossible in Kraighten. In the 1890s and 1920s, Gaelic was still the main language of the western peasantry, and most other Irish could not understand it. Treat Gaelic as a separate language proficiency; even a character with Linguist skill should have to struggle to communicate with the locals. Through the 1990s, the hamlet of Kraighten remains behind the times. Ardrahan is the closest rail station to Kraighten. Trains stop twice daily. A car and driver can be hired to take the investigators to Kraighten.

The terrain is desolate. To borrow Hodgson's words: "(Kraighten) is situated, alone, at the base of a low hill. Far around there spreads a waste of bleak totally inhospitable country; where, here and there at great intervals, one may come upon the ruins of some long desolate cottage—unthatched and stark. The whole land is bare and unpeopled, the very earth scarcely covering the rock that lies beneath it, and with which the country abounds, in places rising out of the soil in wave-shaped ridges."

Kraighten is a very primitive town—even in the 1990s, there are no hotels or inns. If the PCs arrive too near dark to go out and seek the house and are without camping gear, they may rent space from a family.

Even if the language barrier is crossed, none of the locals will know where the house is. If a very elderly resident is patiently questioned, he will recall fragments of old legends about the house. No details will be available, but the informant should utter vague comments about the house being a "queer place, unholy and dreadful, a place that is shunned."

The estate's map shows that the house is located on a river some miles downstream from Kraighten. As there is no road, the river is the only guide. The trip will take about two-thirds of a day's walk due to the roughness of the terrain. Neither vehicles nor riding animals can be hired or purchased in Kraighten. If the PCs have a car, travel will still be slow, and the referee should check for tire punctures and other appropriate nuisances.

PARK

Much to surprise of the PCs, the river will suddenly vanish beneath a high embankment, apparently stranding them without a guide. If they continue over the embankment, they will see that the terrain has completely changed. The valley below holds a green tangled mass of trees and shrubs, a verdant contrast to the rocky waste.

PCs who roll against Geology or Botany skills will deduce that the river runs underground in a network of smaller branches and so more effectively waters this limited area. There is no immediate sign of the house, but a roll on Botany will recognize a good number of the plants and trees as domestic or ornamental varieties (fruit and nut trees, rose tangles, mint and other perennial herbs). This wild, tangled wood is the remains of an estate's park.

There are no paths in the park, but a Spot Hidden roll will discover a large column of haze-like spray near the center of the wood. If the day is sunny, tiny rainbows will reflect from the spray, creating a strange and wonderful display. Any PCs with appropriate professions should be permitted an Idea roll to realize that what they are seeing is probably the spray from a waterfall.

HOUSE

The PCs will find the house on a small rise at the center of the grounds, about 300 yards in front of the ravine into which the waterfall crashes. The building is a strange edifice, apparently built outside of any particular architectural tradition, though there is something of both the solid fortification and the gingerbread Victorian about it. It stands high (interior investigation will show an attic and a basement as well) and is basically square, with a wrap-around porch. From the roof, a small, almost Arabesque tower needles forth.

On first impression, the house looks utterly normal. But under close scrutiny, one begins to notice strange exceptions. For instance, the house is built of a dense greenish stone that even a successful Geology roll will fail to identify. The roofs are tin. The windows are of heavy, transparent leaded-glass set in decorative geometric patterns. The windows on the lower floor are covered with heavy iron bars set six inches apart. The exterior doors are all solid, iron-studded oak. The house is in very good repair except for the rampant vegetation which, although it grows right up to the house, does not touch it any point.

INTERIOR

The house is no more dusty than if tenants had just left. All of the floors on the porch, ground floor and basement are of the same green stone as the exterior. On the ground floor, the stone is polished smooth, resembling green marble. The floors on the upper stories and stairs are of oak. In rooms with fireplaces, the chimney and hearthstone are constructed of the same stone as the house. A white variety has been used for variation and patterning.

Curiously, given its apparent age, the house features simple in-door plumbing. A pump in the kitchen yields slightly rusty-tasting water. On the upper floor is a bathroom with a simple toilet, sink and tub.

The house has neither gas nor electricity. In a storeroom off the kitchen is a supply of oil for lanterns (two 10-gallon drums), as well as wicks, lantern chimneys and candles.

The house is furnished, although there is no evidence of personal items. Each room contains good quality furniture appropriate to the room's function, including running clocks on many mantlepieces. Although at first glance the decor appears to be early 1880s, contradictions and anachronisms are apparent to anyone who bothers to look closely.

Closet: The linen closet on the upper floor is stocked with ample linens. Curiously, none of these smell at all musty, or show any sign of moths or insects. In fact, throughout the house there is no evidence of any vermin—insect or rodent.

Kitchen: The kitchen is stocked with pots and pans. A fire is prepared, but remains unlit in the hearth.

Study: The study contains many books of general interest (science, history, literature, etc.), though none were written any later than 1850. On an excellent Library Use roll (–30% after at least a half hour's study; +5% for each additional half hour, not to exceed the PCs' skill percentage), the PCs will notice that about 25% of the books deal with odd subjects (history of countries no one has heard of, strange scientific theories, etc.) or are written in languages no one has ever heard of. There are no personal papers or books of magic occult lore. Over the fireplace in the library, elaborately framed, is a piece of needlework bearing the following couplet:

Those are not dead who let their dust lie.
Disturb your dust and certain death die.

Besides being reminiscent of a certain famous couplet, these words will mean nothing to the PCs. If the PCs do not notice the needlework at this time, they should be encouraged to notice it before the start of the spin through time.

Attic: The attic is an empty storage area with some small rooms partitioned off.

Basement: The basement contains three rooms: a wine cellar, a root cellar and an empty storage room. With a Spot Hidden roll, on the storage room floor the PC will find a trap door. If it is lifted (resistance 09) by means of a large iron ring set in the stone, it reveals empty blackness and no steps. If the PCs listen, they will hear the sound of rushing water. On a successful Listen roll, the PCs will also hear a faint but unmistakable titter: If they continue to listen, the titter will grow to a raucous, mocking laughter for a moment before fading to tittering again. If light is lowered, the only things the PCs will see are reflections as off water or wet stone. If the light remains down the trap door for more than a few minutes, it will be smashed (by a stone thrown by a swine-demon).

TIBBS

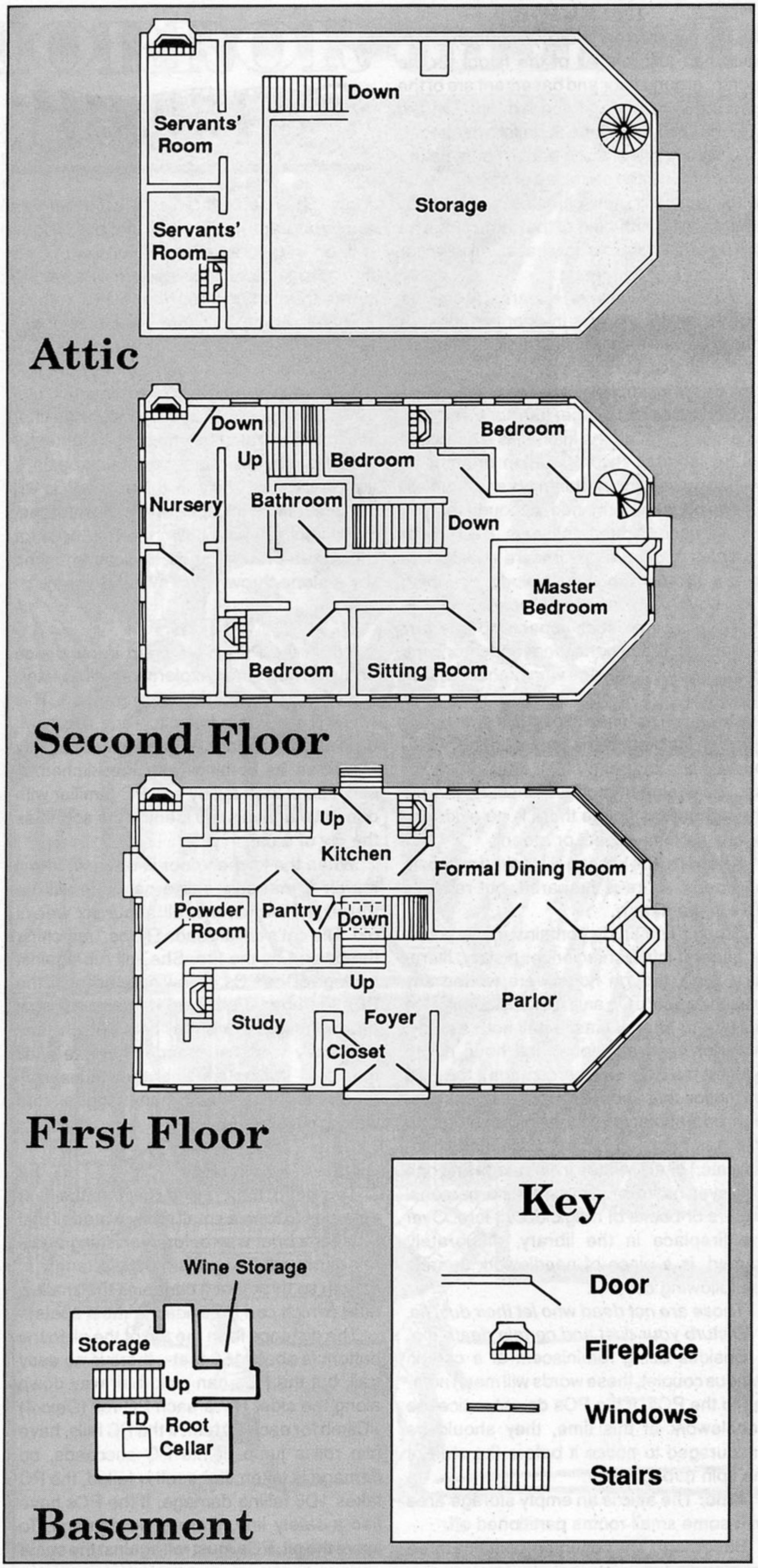
When the PCs have been in residence about an hour, their exploration will be interrupted by an unearthly wailing moan. This wail will start on a low pitch and rise, then drop and start again. A Listen roll will identify the noise as coming from the kitchen. A successful Idea roll by any PC familiar with domestic animals will identify the sound as the cry of a cat.

When the kitchen door is opened, in will march a matronly calico cat. She will be trailed by five kittens, all about six weeks old. The cat's collar reads "Tibbs," matching the basket by the fire. She will rub against the legs of the PCs, meowing to be fed. If the PCs feed her, Tibbs and her litter will stay and behave like normal cats (which they are—they were "suspended" by the spell that held the house until the house was reoccupied, where upon many things started waking).

PIT

This deep, dark ravine is where the river emerges to form a small rocky waterfall that runs for a brief way before vanishing again underground. The pit is mostly a tangle of growth so thick that it canopies the shallow river (which can be waded in most spots).

The distance from the top of the pit to the bottom is about 150 feet—there is no easy trail, but the PCs can pick their way down along the side. Have each PC roll (Dex×4) +Climb for each 50 feet. If the PC fails, have him roll a jump. If the PC succeeds, no damage is taken. If the roll is failed, the PC takes 1D6 falling damage. If the PCs have tied a safety line, there is no damage. To leave the pit, PCs must roll against the same


Down
Servants' Room
Servants' Room
Storage
Attic
Down
Up
Bedroom
Bedroom
Nursery
Bathroom
Down
Master Bedroom
Bedroom
Sitting Room
Second Floor
Up
Kitchen
Formal Dining Room
Powder Room
Pantry
Down
Up
Parlor
Study
Foyer
Closet
First Floor
Wine Storage
Storage
Up
TD
Root Cellar
Basement
Key
Door
Fireplace
Windows
Stairs

percentage, with the same consequences for failure.

If the PCs decide to explore the pit before entering the house, they will see nothing more than a vegetative tangle. However, if they explore after the house has been opened, they have a 50% chance of encountering 1-6 swine-demons. These will not join battle unless provoked and will usually retreat before they suffer fatalities. The longer the PCs explore, the greater chance they have of at least seeing signs that something is living down in the pit (broken branches, rough trails, footprints, etc.).

The river eventually vanishes again into the rocky ravine wall, but the opening the water vanishes into has been enlarged by the swine-demons (roll against Spot Hidden or Geology to notice the marks). This cave opening is only about three feet tall and opens into a maze of low-roofed tunnels. These eventually run underneath the house.

If the PCs decide to check out the tunnels, they will soon discover that the going is rough. For the first 100 yards, the roof is never higher than four feet (the swine-demons go on all fours) and the corridors rarely wider than five feet. The floors are damp with run-off from the river, mold and rotting vegetation. The chance of attack by the swine-demons rises to 75% here, and before any attack the PCs will hear the tittering chuckles of the swine-demons.

If the PCs penetrate deeper than 100 yards, they will find that a wide ravine bisects a large cavern. The river water spills into this ravine, creating a rapidly flowing subterranean course. Without a boat, crossing the ravine would be impossible.

Any PCs who explore the pit should emerge with the realization that the house is vulnerable from below. They may also realize that the swine-demons were restraining themselves in any attack.

SPIN THROUGH TIME

The spin through time is an increasing acceleration of time, part of mystical rites used by the Great Old Ones to separate the house and its inhabitants from their own time and and bring them to the Arena. During the spin, common physical urges are suspended. Mostly, it is simply disorienting. However, it can be dangerous.

The spin will begin with the twilight of the day selected by the referee. In the early stages, only an incredibly observant PC would notice that anything is different. However, by the arrival of full dark, PCs will be given an Idea roll –20% to notice that the clock's hands are moving faster than they should be. With the arrival of daylight, the PCs only need to make a normal Idea roll to notice that the clock's hands are spinning visibly faster. Soon, days and nights pass so quickly that the sun and the moon appear to chase each other across the sky, becoming mere blurs of light and then not even visible, then the seasons will change, slowly at first, then faster and faster.

The PCs can watch the kittens mature with incredible rapidity, then all the cats, starting with Tibbs, will die, turning to skeletons and then pillows of dust.

By now the PCs should notice themselves growing older, more slowly than the cats but definitely changing: beards and hair grow; wrinkles form; clothing wears thinner and tatters. In time, they will actually see their bodies die and, like those of the cats, become heaps of dust. Their spirits stand separate, however, and are able to move things in a poltergeist-like fashion.

At this point, players should make a SAN roll for their characters. Characters who fail should be treated as zero SAN for the duration of the spin.

Gradually, the house itself will deteriorate. Referees may detail as they wish the cracking and falling of plaster, the breaking of glass, the crumbling of stone, etc. Then, from the spot where the house stood, the PCs will see the very sun and solar system age and die. They will feel their spirits rushed through nothingness toward a green sun into which they are sucked to whirl around a bit and then be spat out into the Arena.

Dangers: Leaving the house once the spin begins will be nearly impossible, as doors and windows seal, etc. Any PC who manages to leave the house once the spin has started will be lost, killed by maleficent magic. On a successful Occult roll, the PCs should realize that the house is protected and that staying inside is a good idea.

Remember the couplet over the fireplace? It's meaning may now become clear: If the piles of dust (the PCs' remains) are disturbed, the PCs will die, regardless of the events in the Arena. If the PCs have no Idea what to make of the couplet, the referee may offer hints on the completion of a successful Occult roll.

ARENA

When the PCs are regurgitated from the green sun, they will find that everything is apparently back to normal. Any PC who has gone insane will be back to pre-spin condition.

The illusion of normality lasts until the PCs look out the window. Then they will realize that they, the house and a portion of the park have somehow been transported into a broad chasm between circling mountains. The chasm bottom is a perfectly flat circle 10 or 12 miles in diameter, framed by unclimbable mountains,

It is doubtful that anyone would *want to climb those mountains, for* lounging among the peaks, like spectators on bleachers, are enormous representations of ancient gods of evil. Some are easily recognizable by those who make a theology, occult or anthropology roll: Set, Kali and others. Some are known to those with appropriate Cthulhu mythos knowledge: Cthulhu, Hastur, Yig, etc. Still others are wild and alien beast-like horrors of unknown races.

While the PCs study the scene, they may notice an ear flick or a tentacle wiggle—they will soon realize that these are not statues, but somehow forms of the gods themselves. PCs need to make a SAN roll, losing D3/D6.

The reason for the relatively low SAN loss is that the gods are distant and shadowed, so their full horror is not apparent. Also, these are spirit projections (similar to those PCs) not the gods themselves.

A 20-foot-tall, black-robed figure will approach the PCs from the foot of the mountains. The shape is human, but the features are hidden by the cowled robe. Any PCs familiar with Nyarlathotep should feel an unpleasant tingle of recognition. The PCs will hear the following speech:

In days not long past, a sorcerer sought to create a way through which the Old Ones could come through to your world at will. He was successful to a limited extent. With stone brought from beyond your plane, he crafted a house that stood on the borderlands of time and space. Through this house, he sought to bring the Old Ones and their minions to serve him.

His early summons brought him creatures to serve him, but they also brought the house to the attention of those who oppose the return of the Old Ones. They destroyed him and sealed the house in spells, it being beyond their power to destroy it.

When you entered the house, you broke some of those spells. But, for the house to be completely freed from the guardian magic, the minions of the old sorcerer must win the house.

Thus, you are brought here. For 24 hours, as you measure them, the house will be besieged by the minions. If you keep the house, at the end of that time you will be returned unharmed to your time and place. If you fail, the house will be returned, but the minions will be free to do with you as they wish.

Nyarlathotep's dry chuckle gives no doubt that the PCs would not be likely to survive what the minions have in mind for them. Then he will step back and, with a thunderbolt clap of his hands, announce, "Begin!"

BATTLE FOR THE HOUSE

Each battle for the house will be as individual as the PCs who defend it. Following are notes on what will and will not work.

Defense: All weapons, ammunition and other gear brought by the PCs will work as normal.

Spells will function as follows. Summon, Call, and Contact spells will not work. Gates will not work. The Elder Sign will work, but these are not quickly drawn. Other spells will work as usual, as long as they do not involve employing the energies of another being.

The house is apparently in the same shape as when the PCs took possession, no longer the decayed hulk of the spin. This means furnishings, etc. are available as barricades, projectiles and whatever other uses creative PCs can come up with. The referee should be reasonable but not liberal about what is available. This is a furnished house, not a store or warehouse.

The house can be exited now, so the outdoor resources of the park are available. If the PCs leave the park and try to cross the Arena, they will find that the surface is similar to a desert made of salt. Variant wind currents make flight over the Arena's surface impossible. Also, the minions will take possession of the house in their absence, and the PCs will be lost.

Offense: The swine-demons and the Thing will attempt to enter the house first by breaking in the doors. The outer doors (if barred and locked from within) have a resistance of 18. If this does not work, the minions will become more subtle.

Possible tactics include attacks from multiple sides at once, attacks from beneath the basement, climbing to the roof, burning the house (it won't burn, but the smoke will be an irritant and provide cover), etc. The referee should use these as guidelines, not as a blue-print for how the minions will attack.

The minions are not very bright, but they are determined to win back the house, and there are a good number of them. While the PCs need to rely on intelligent planning, the minions can "fuzzy-wuzzy" the opposition. They are not suicidal, but they will sacrifice members of their group to win. The morale of individual units can be broken by large losses.

Swine-demon weapons are primitive: thrown spears, slung rocks and hand-to-hand combat, but they do know what guns are and will use them if they can capture any.

SWINE-DEMONS
(Lesser Independent Race)

Hodgson describes the physiology of the swine-demon: "It had a grotesquely human

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mouth and jaw; but with no chin of which to speak. The nose was prolonged into a snout; this it was, that, with the little green eyes, gave it such extraordinary swine-like appearance. Of the forehead there was little, and the whole face was of an unwholesome white color."

The referee should assign a base force of 30 swine-demons, plus 10 additional for each PC.

Characteristics	*Average*
Str: 3D6+2	12-13
Con: 3D6+2	12-13
Siz: 2D6+8	15
Int: 2D6+2	9
Pow: 2D6	7
Dex: 3D6	10-11
Hit Points: —	14
Move: 9	9

Weapons	*Attack%*	*Damage*
Claws	30	1D6+1D4
Spear (melee)	25	1D6+1D4
Spear (thrown)	25	1D4+1D2
Sling	20	1D4

Armor: point (hide)
Spells: None
SAN: 0/1D6

THE THING
(Lesser Independent Race)

The Thing looks much like a swine-demon but stands 40 feet high. Its eyes scintillate red and green. Its claws contain a poisonous phosphorous (potency 14) that glows even in daylight and spreads to cover its victim. Victims makes a resistance save each day. If the save succeeds, the poison retreats, taking the same number of days to vanish as it did to spread. When the victim is covered (3-6 days), it dies. One Thing is an ample threat unless the PCs have a large number of distance weapons; then the referee should consider adding others.

Str: 50
Con: 50
Siz: 60
Int: 9
Pow: 14
Dex: 20
Hit Points: 55
Move: 12
Weapons: Claws: 4D6+6D6 and phosphorous poison (see above)
Armor: 4 points due to thick, rubbery skin
Spells: None
SAN: 1D3/1D8 Ω

This adventure is freely adapted from Willam Hope Hodgson's novel, The House on the Borderland. *This story, while not one of the Cthulhu mythos tales, was praised by Lovecraft as "a classic of the first water."*

Hodgson, William Hope. The House on the Borderland. *Carroll & Graf Publishers: New York, 1983.*

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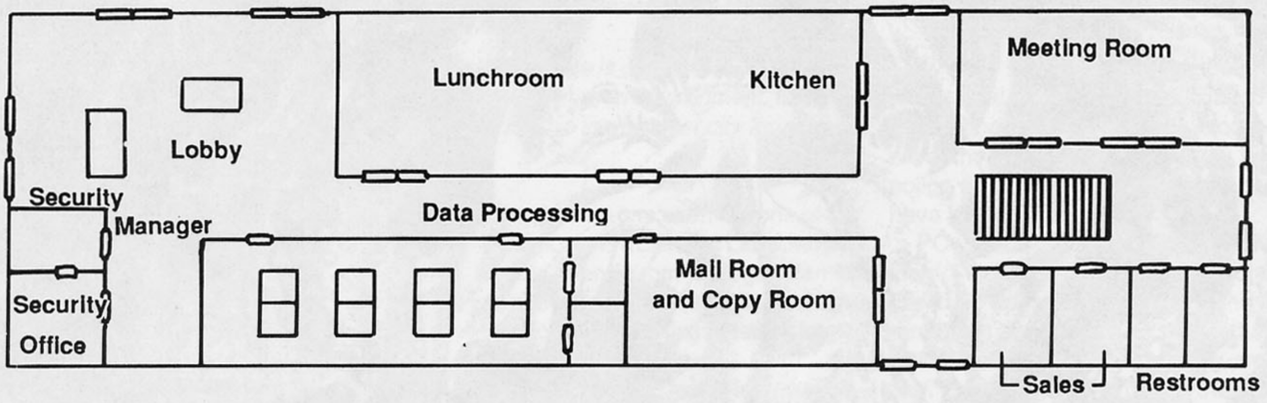

First Floor, Graves Software

New Age Encyclopedia: The New Age Encyclopedia is more interesting. It is actually a database of occult terminology, and it has a great deal of information on New Age philosophy and modern magic terminology. It is organized alphabetically, and selecting a letter key will show a page of headings in the database. If the characters investigate the database thoroughly, have them make Cthulhu Mythos rolls to recognize some unusual and rather disturbing words—such as "Azathith," "Elder Sign," Nyarlathotep," and others—although the entries are not as detailed as a good occult tome would be. The New Age Encyclopedia on this diskette can be considered a Mythos book, with a Knowledge modifier of +3%, a spell multiplier of ×1, and a cost to SAN of –1D4.

Programming Structure: Anyone investigating the programming structure with Computer Use will notice nothing unusual about the programs. However, if a PC checks the diskette's directory thoroughly, have him make an Idea roll at half value. If successful, the character notices that the programs do not take up as much memory as is indicated by the directory readout, and that a substantial block of memory is occupied by an unlisted program. Without more sophisticated equipment, the character will be unable to examine this program, and the program cannot be run from the language interpreter. Any computer programmer will know that it is probably run by some password, but what that password is is unknown to the PCs.

The missing program is the key to the mystery, although the PCs will probably not realize it yet. The hidden program is run from within the database program—the letter "S" must be selected, then the words "Shape Demon" must be keyed in. When this is done, the computer monitor will become a gate, and a Shape Demon will appear, glowing with the colors of television static. It will slowly bulge out of the monitor until it suddenly forms a huge, toothy maw and attacks the person sitting at the terminal. The bite, if successful, will consume the user's upper half, and the demon will leap out of the monitor and assume the form of a devoured victim. Meanwhile, the gate (and the monitor) will be consumed in flames, although no other objects in the room will be damaged.

INVESTIGATIONS

Information on Graves Software is easily found in business periodicals. A fledgling software company, it has risen quickly in stature, recently receiving contracts for development of software for defense projects. Its reputation is built on its line of advanced language interpreters, such as GravesPascal and GravesC, and operating systems such as G-DOS. The company also makes several entertainment programs, and its New Age software collection is a best-seller.

Information on Arthur Graves is more difficult to come by. Although he is the owner of Graves Software, very little else is known about him, and he has refused to grant interviews with business magazines. If the characters look for his name in the local papers (this requires successful Library Use roll at ½), they will find that Arthur Graves has had a checkered past. He was apparently brought in for questioning about a string of murders that occurred seven years ago. He was eventually released, but the murders remain unsolved to this day. Graves Software was created shortly after his release.

The murders that Graves was questioned about involved the disappearances of five people, four men and a woman, who later turned up in a shallow grave on the outskirts of town. All of them had been murdered with a dagger and had their hearts cut out. Further research (another Library Use roll at ½) will reveal that Arthur Graves had been confined to a local mental institution for awhile, although no details of his illness are available. Graves was released from the institution nine years ago.

The PCs may wish to go directly to Graves Software and talk with Arthur Graves. If they do, his secretary informs them that Graves is out of town on business. If they snoop around the building, see Graves Software below.

ATTACK

During the day, as characters move around town, they are followed by hirelings of Arthur Graves. There are four of them, each armed with silenced .45 automatic pistols. If they think they are being followed, the PCs must make a Spot Hidden roll at ½ to notice the car tailing them.

Eventually, the PCs are attacked by the thugs, who use their pistols, only resorting to hand-to-hand combat if necessary. If one of the thugs falls in combat and cannot escape, he will kill himself with his pistol. If one of the thugs falls unconscious and cannot be rescued, one of the other thugs will kill him.

After four rounds of gunplay, another car arrives on the scene, and a figure gets out and starts to shoot at the thugs from the hood of the car. The figure is Detective Stiles. He has called for backup, as well as an ambulance, which should arrive within 10 rounds. Once the combat is over, Stiles checks with the characters to see if they are all right and administers first aid to any who need it. He also takes the PCs to the station for questioning.

GRAVES SOFTWARE

After another evening of questioning by Detective Stiles, the characters are finally released. But as they make their exit, they are seized by police in front of the station and taken to police cars waiting on the street. Detective Stiles is nowhere to be seen. They are roughly forced into the cars and are taken to Graves Software.

Graves Software is in a small, two-story, glass-and-stone office building on the edge of town. Anyone investigating the earlier Graves murders will realize that the building is sitting on the exact spot where the bodies were discovered seven years ago.

Lobby: The lobby is largely bare, except for the plants around the wall-length windowpanes and the polished granite security desks. At least one guard is always present at each desk. Guards are part of Graves Software and are not from a private security agency, which is rather unusual for such a small office.

In fact, all the security agents are deranged followers of Graves, and will obey his orders to the letter. Otherwise, the guards are like normal corporate security guards, although they never show flashes of humor or friendliness. When the PCs are brought to the building, the guards' job is to ensure that they do not leave.

Office of the Security Manager: In this office is a desk, a three-drawer file cabinet, a security monitor and a computer terminal. At the bottom of the file cabinet is a locked drawer containing secret dossiers on most of the programming staff, including a file on James which contains a note that he has been selected for "the new project." The drawer also contains dossiers on the PCs, although these are very thin. In the top drawer of the desk is a 9mm Parabellum pistol.

Security Office: Four guards are usually seated at security stations, monitoring every room by security camera, except the restrooms, which are monitored by audio sensors only. Inside a locker against the wall are eight M-16A2s and four Ithaca shotguns. Each of the assault rifles has six clips of ammunition. All security guards have a key to this locker, although it will take awhile to find the right key, since the guards have at least 20 keys each.

Data Processing (DP): This is where permanent and temporary employees translate data from paper to computer disk. Within this room are several cubicles. Within each cubicle is a small desk covered with papers, as well as a computer terminal.

At the east end of the room are two offices belonging to the data processing manager and assistant manager. There is nothing of interest here.

There are also some DP cubicles on the upper floor. The recent increase in business for the company has meant a temporary increase in the DP staff. These new employees have been placed upstairs, although they still report to the DP manager downstairs.

Lunchroom and Kitchen: This is a typical employee lunchroom with tables, chairs and a counter at the far end connecting the room with the kitchen. There is nothing of interest here.

Meeting Rooms: There are three meeting rooms. The room on the first floor is the largest, having a small wet bar. Otherwise, they are all straightforward meeting rooms, each with a large table and several chairs.

Mail Room and Copy Room: This is where the company's mail is processed, as well as where the employees come to have photocopies made. A counter separates the mail room from the copy room. Two employees work in the mail room during the day, handing out the mail and doubling as copier technicians. Six photocopy machines are located in the copy room. There is nothing else of interest.

Sales: These rooms are where the manager and assistant manager of sales work. There is nothing of interest in these rooms. The managers know nothing of the "new project."

Programming: These are the offices of the programming staff. Programmers work in here when they are not working in the computer lab. Each room contains a desk, file cabinet and computer terminal.

One of the offices closest to the meeting rooms is marked "Larry James" on the door. In that room, and in the two other offices nearest it, diskettes marked "NEW PROJECT" lie on the computer desks. These are incomplete portions of the disk which the PCs found at James' home. These disks are devoid of any bumps on their surfaces. Other than this, there is nothing unusual in these offices.

Reception: This is the reception area for Graves' office. A receptionist sits at the desk during business hours. There is nothing unusual here.

Arthur Graves' Office: This room contains a large desk facing the double doors from the reception area, plus a four-drawer filing cabinet and a computer terminal. Other than this, the office is bare. All the drawers on the desk are locked (Mechanical Repair roll to pick the locks). In one of the drawers is a copy of *Liber Ivonis*, which can be recognized by any character making a successful Cthulhu Mythos roll as being a powerful and evil piece of work. In Graves' filing cabinet, a file labeled "New Project" gives details on the spells Enchant Disk, Summon Shape Demon, Bind Shape Demon and Gate.

Computer Lab: This room is accessible only through the airlock on the east wall. It is filled with computer terminals and large tables covered with pieces of electronic apparatus, circuit testers, disassembled disk drives, etc. A couple of monitor housings on one table are somewhat molten, very much like the monitor found in James' room when he died. In a corner of the room, well away from any magnetic storage media, are four magnets, weighing about one-half pound each. Otherwise, there is little of interest in this room.

Mainframe: This room has an airlock. Inside is the company's mainframe computer, a unit the length of a car and about four feet high. There is nothing else of interest in the room.

The computer is the repository for all the company's business files and projects under development, including the "new project," which is stored under the file name SHAPE and is embedded with enormous security subroutines. To gain access to this file, PCs may access the mainframe through any terminal in the building. They will have to find a Shape file by using Graves' logon code and password, then accessing the file itself with a special password. Otherwise, loading these files with another logon will require five

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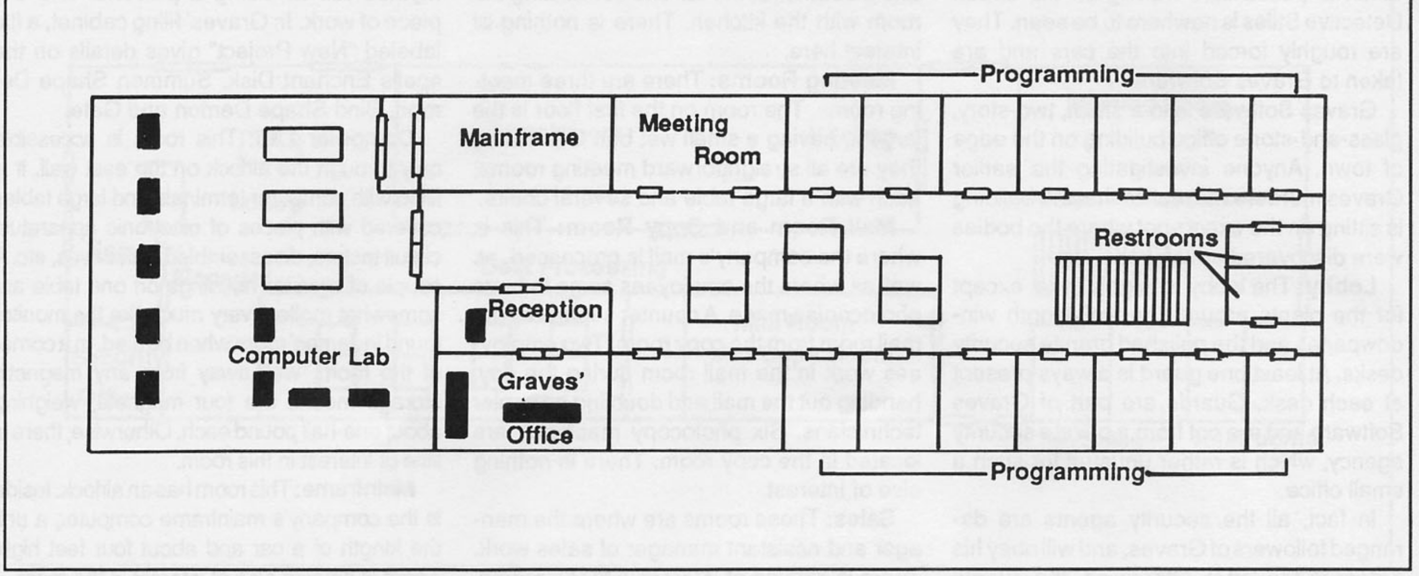
Second Floor, Graves Software



consecutive successes with Computer Use. The whole process will take 10 minutes, and if any of the rolls are failures, another 30 minutes will be required before a character may start again. The file contains all the programming codes for the enchanted diskette, as well as notes on the enchantments required to make spells work, just as the file in Graves' filing cabinet.

HELD CAPTIVE

The police who hold the characters captive are fakes sent by Arthur Graves. When the characters are brought to Graves Software, they are immediately taken to the computer lab. As they are escorted through the building, they see that it is completely empty of personnel. In the lab, Arthur Graves is standing in front of a row of desks with computer terminals on them. In his hand he holds four disks, identical to the one the players found. As the players are strapped to chairs in front of the computer terminals, Graves inserts the disks into the disk drives of the computer terminals in front of them, grinning at the characters as he does so.

Before he is able to turn the terminals on, however, he is interrupted by the breaking of glass downstairs. As the fake police head out the doors toward the stairs, Graves slowly walks toward the switch that will activate the terminals, saying, "You may now ask any questions you have. Since you will all soon be dead, I will be happy to provide you with answers."

At that point, gunshots and screams erupt from the hallway outside. One of the PCs will notice that his bindings are not secured very well. He can use the distraction to free his hands (with a successful DEX×5 roll), undo his foot bindings (another DEX×5 check), and free a second PC (another DEX×5 check). The sound of a scuffle draws closer to the lab, and suddenly the door bursts open. A security guard stands before them, except he has holes in his torso ringed with spots of glowing blue static. His eyes are also glowing blue.

This is no ordinary security guard! It's the original Shape Demon, determined to return to its home dimension by killing Graves, who enchanted the disk that summoned it.

The figure launches itself at Graves, who will run to the corner of the room containing the magnets and pick two of them up. Graves will then engage in hand-to-hand combat with the creature. As the PCs try to free themselves, they see Graves and the Shape Demon writhing on the floor, with Graves slowly gaining the upper hand as he uses magnets to pull away shards of energy from the Shape Demon as the creature tries to tear away Graves' flesh with various mouths that form from its body.

Eventually, Graves succeeds in plunging one of the magnets deep into the demon's body, causing it to disperse completely in a cloud of electronic particles. Graves will then try to reach the computer switch to activate the terminals with the enchanted disks, holding off the party with his 9mm pistol.

If Graves succeeds, the computers will activate. After the internal memory check, the programs will load and activate the summoning program. Five new demons will appear and attack anything that they can find in the room. Graves will attempt to make a hasty escape. The players may use the electromagnets against the demons, if they wish.

CONCLUSION

If the PCs succeed in stopping Graves before he unleashes the demons, or if they defeat the demons before the creatures escape form Graves Software, each PC should receive 1D10 SAN, with 1D2 SAN for each demon defeated in combat.

If the characters then destroy the disks and all the files containing the summoning programs, they will gain another 1D6 SAN each.

As the action winds down, Detective Stiles arrives on the scene with several policemen. The characters are interrogated briefly, then released. If they have been cooperative, they will have made a friend in Detective Stiles and a possible ally in future adventures.

ARTHUR GRAVES

STR 11, CON 12, SIZ 12, INT 18, POW 16, DEX 16, APP 14, EDU 18, SAN 0, Hit Pts 12.

Skills: Accounting 20%, Bargain 50%, Credit Rating 60%, Computer Use 95%, Cthulhu Mythos 45%, Drive Automobile 50%, Fast Talk 50%, Handgun 60%, Hide 60%, Library Use 40%, Occult 90%, Read Latin 60%, Read English 100%, Rifle 40%, Sneak 60%, Spot Hidden 70%.

Spells: Enchant Disk, Summon/Bind Shape Demon, Gate, Contact Nyarlathotep, Contact Hound of Tindalos, Dread Curse of Azathoth.

Arthur Graves is a tall, slender man with a long, almost elfin face. He has short black hair and piercing blue eyes. He wears a business suit almost constantly and speaks in a very punctual manner, never showing flashes of emotion except when he is working directly on some Mythos-related project. At that time he becomes quite animated and talkative, although nobody understands what he says.

Intelligent but unstable since he was a child, Graves was always a loner. Computers became his friends, and he still enjoys working with them. He also bears a burning hatred of the rest of humanity for harsh treatment of him during his youth.

A long-time follower of the occult, Graves managed to obtain a copy of *Liber Ivonis* during his adventures. He went to college and learned Latin in order to understand and translate the work. Using the spells gleaned from that book, he managed to contact Nyarlathotep, who saw in Graves the opportunity to unleash a new horror upon the Earth. It was Nyarlathotep who gave Graves the spells required to enchant disks and summon Shape Demons.

His contacts with the Mythos have made Graves into a complete sociopath with delusions of grandeur. He believes that Nyarlathotep has chosen him for some special destiny, and he has pursued his new project with total commitment. He will destroy anything that interferes with his dreams of becoming a powerful wizard.

He is not stupid, however. Graves will mask his intentions among others, trusting no one. Although he is not a friendly man, no one (save Detective Stiles) believes him to be a madman. Since he came under suspicion in the serial murders seven years ago, Graves has been the perfect citizen, avoiding even traffic violations. His company has given generously to charities, and he is known as a stern but fair employer. He wears a mask of civility in order to achieve his ends.

REGINALD STILES

STR 15, CON 15, SIZ 15, INT 14, POW 9, DEX 14, APP 11, EDU 12, SAN 65, Hit Pts 15.

Skills: Dodge 55%, Dive 60%, Fast Talk 55%, First Aid 50%, Handgun 75%, Hide 50%, Law 65%, Library Use 50%, Listen 70%, Spot Hidden 70%, Sneak 65%, Mechanical Repair 45%, Nightstick Attack 60%, Nightstick Parry 45%, Occult 35%, Psychology 30%, Track 45%.

Spells: None.

Reginald Stiles is a classic police detective. With a typical build, a paunch and a receding hairline, he is a picture of the burned-out city cop. He was originally assigned the serial murder case seven years ago, but could not find enough evidence on Graves to press charges. Since that time, he has gone on to solve several other cases and has performed well enough in the line of duty to earn two commendations from his department. Nevertheless, his failure in the Graves case disturbs him, and this case will give him the opportunity to put Graves in prison for good.

Stiles is a man who believes strongly in justice. He will not harass the characters unless he feels that such acts will serve the greater good of putting Graves behind bars. He will try to pressure the characters into giving information, then bargain with them to assist in his investigations, but he will not press charges against them unless they commit blatantly illegal acts. He feels some kinship with the PCs, seeing them as pursuing the same goal as himself. If the characters betray him, however, he will not rest until he sees them punished.

SECURITY GOONS AND FAKE POLICE

STR 14, CON 12, SIZ 12, INT 8, POW 10, DEX 13, APP 12, EDU 10, SAN 0, Hit Pts 12.

Skills: Law 40%, First Aid 40%, Fast Talk 60%, Handgun 60%, Submachinegun 50%, Rifle 50%, Fist Attack 50%, Knife Attack 40%.

These men are all from the fringes of society, taken in by Arthur Graves and trained to be his personal group enforcers. Like him, they are sociopaths, and they conceal their true desires to maim and kill in order to better serve their master.

SHAPE DEMON

STR 32, CON 15, SIZ 12, INT 17, POW 15, DEX 14, EDU —, Hit Pts 35.

The abilities of the Shape Demon are described in the article "Madness From the Mythos" in **Challenge 60**. This particular demon will roam the streets from the time that it is unleashed until the climax of the adventure.

If any of the characters wish to find the demon before then, they will have a 5% chance of encountering the creature (not cumulative).

If the characters do find the demon, however, they will be severely handicapped in combat unless they know about the demon's peculiar weaknesses. Ω

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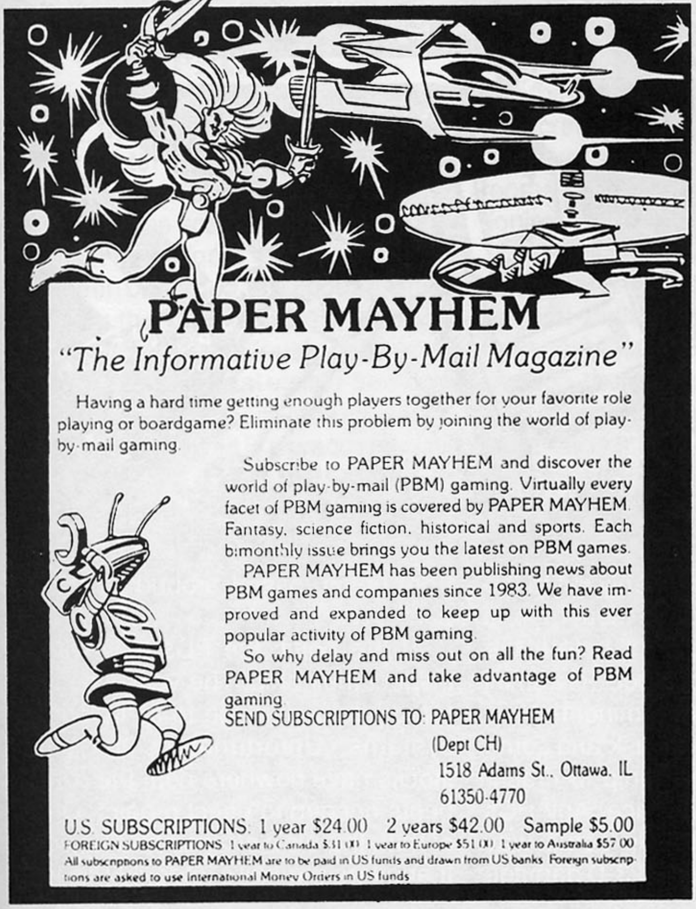
*For more on Shape Demons and enchanting computer disks, see "Madness from the Mythos" by Patrick Sheats in **Challenge 60**.*



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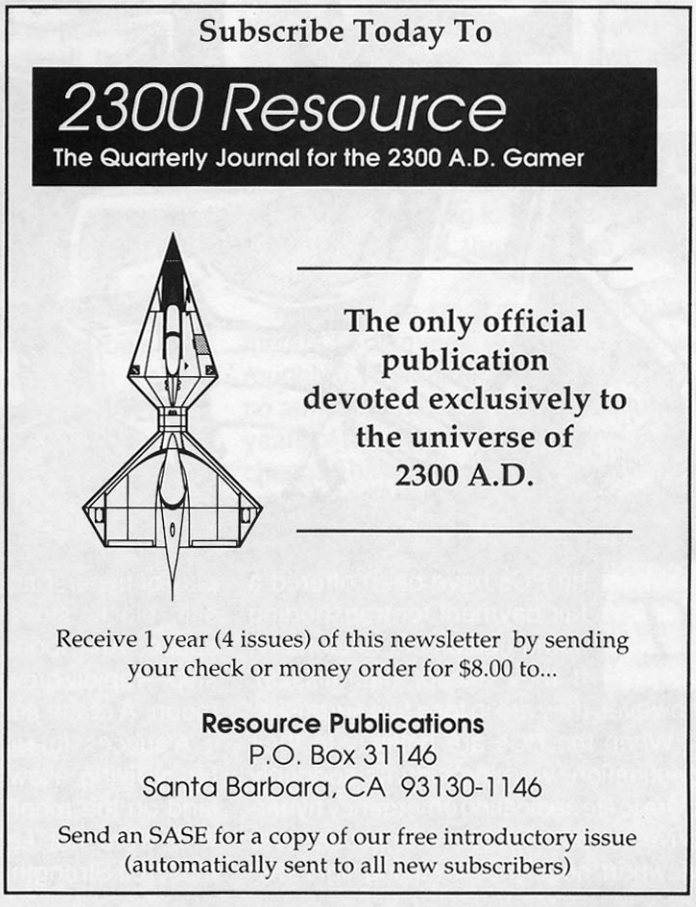

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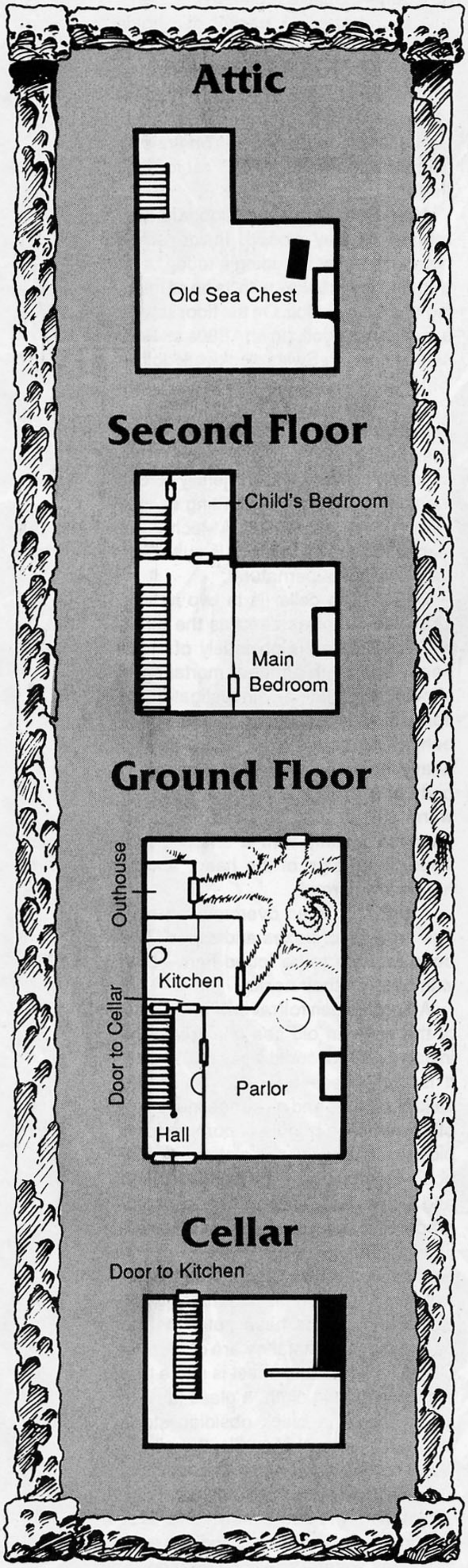

GRANELLI'S NOTES

Granelli's notes in Italian and Jivaro multiplied by 2 Mythos 2%. Spells are:

Call Choc-Tula.

Create Were Jaguar.

Create Tsanta: The notes do not give a clue as to what a tsanta is except that a human head is an essential ingredient.

Summon/Bind Vampire Bat: This does not affect vampires in bat form.

Summon/Bind Amazonian Tree Frog.

The notes also detail how to create two poisons—curare from tree bark and arrowhead poison from the tree frog.

OTHER VISITORS

The investigators are not alone in having an interest in what is happening in the house. A pack of 12 black rats have already discovered the answer. Having already lost two of their kin, the remaining 10 are seeking a way to turn the secret to their own advantage. They are living in the attic—black rats prefer to climb rather than burrow. They are extremely intelligent and will try to prevent the investigators from entering either the attic or the cellar, even by sacrificing the lives of more members of the pack.

Black Rat (*Rattus rattus*): Lesser independent race. Also known as the Old English, Ship or Plague Rat. They worship Y'Golonac. The body is about seven inches long, and the naked, scaled tail is another eight. The nose is more pointed than on the Brown Rat, and the fur is blue-black with gray or silver tips.

Statistics: STR=2, CON=4, INT=15, DEX=18, Move=14, HP=3.

Climb=85%, Jump=70%, Locate Food=99.5%.

Attacks: Bite 60%, 1 HP of damage but will try to attack the eyes to blind the victim.

Special Attack: Victorian writers observed a special attack. If the victim opens his mouth to scream or shout, a rat will dive into the mouth and wedge itself in the throat, leaving only its hind legs and tail visible—the victim dies of shock and suffocation. The attack is at 40%, and the drowning rules apply after the first round, with an added SAN loss of 104/1D6.

RESOLUTION

An acephelous body behind a brick wall in a cellar apparently protected by rats may make players think of Y'Golanac. They will be wrong.

Granelli's ancestors were sailors. One was the only non-Innsmouth man to sail with Captain Obed Marsh to the Panope Islands in the South Seas. The family now worships Cthulhu. George Granelli sailed to the Pacific to revisit Panope, taking his small statue of Cthulhu with him. He found that the tribe members had all been killed by the neighboring islanders. On his return, he jumped ship in Ecuador and travelled inland, where he was captured by Jivaro Indians. They were just about to kill him when they discovered the statue of Cthulhu and immediately recognized it as their own god whom they knew as Choc-Tula. Following his release, he stayed with them for a year and a half learning their language, customs and much of their magic, including the ability to create the famous Jivaro shrunken head—the tsantsa.

Eventually, he settled down and married, but remained an evil man, often sneaking away at night. Without his wife's knowledge, Granelli kidnapped a stranger and took his head, walling the remaining body up in the cellar. When he eventually completed the tsantsa, he was ordered to kill anyone, except himself and his wife, who stayed in the house overnight. Eventually, his nighttime adventures led him into conflict with a stronger sorcerer and forced him to flee suddenly for his life.

TSANTSA

The traditional Jivaro shrunken head is about the size of a grapefruit. It is very repulsive to see. The face still retains human features but is very wrinkled. the lips are drawn back, revealing the gums and pointed teeth, sharpened by being filed to razor edges and tipped with the curare poison. Its eyes are black and bulging, giving it the look of a dead monkey. It is capable of movement. Its jaw muscles are extremely strong, and by snapping its jaw, it can spring up to five feet. It is also an intelligent being, able to hide, for example, in curtain folds or on the shoulders of the toy stuffed monkey. Although it will spring for the throat, it normally will haunt from behind. Its victims will hear a sound from behind, or catch a glimpse of movement, but when they turn to look, they will spot nothing there. It is very difficult to destroy. Bladed weapons do no damage, blunt weapons only one-quarter; pistols and rifles do full damage but only hit on one-quarter of ability.

Statistics: STR=6, CON=20, INT=5, POW=20 DEX=4.

Move=Spring 5 feet. HP: 13. Hide=90%.

Attack: Bite 60% fatal. The bite contains curare poison and will kill within three rounds. The victim will appear to have suffered a natural heart attack. Curare poison will only be discovered at an autopsy if it is being specifically sought after. Sanity loss is 1D4/1D6. Ω